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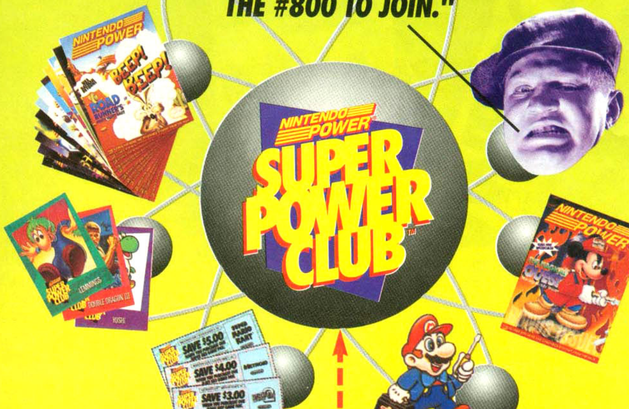
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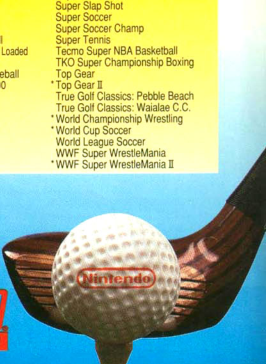

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ENTERTAINMENT SYSTEM

NINTENDO POWER
MAY 1993 VOLUME 48

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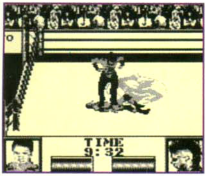

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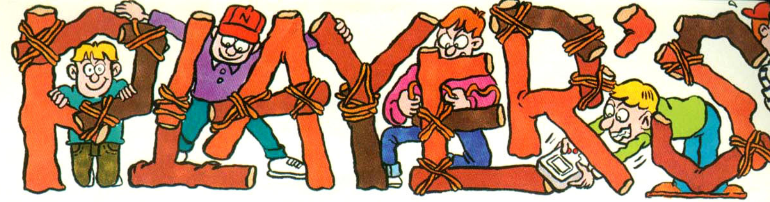

CONTEST IDEAS:

Our P.O. box was stuffed after we put out a call for Player's Poll Contest ideas in Volume 44. Let's take a look at some of the best ideas.

How about round trip tickets to a snowboarding championship for four? You get to meet all of the pros and then after that, you get to ride with and take lessons from the winner. You'd also get a free Burton, Nitro or Avalanche snowboard.

Joe Purcell
Annandale, MN

Sounds very cool. Chilly, in fact.

Take (the winner) up in an SR-71 or another high performance plane that seats two and engage them in a staged dogfight. The bogeys will be remote control planes that will be shot down with missiles or a machine gun. Of course, there will be a trained pilot flying the plane, but the winner gets to shoot the guns.

Bill Snyder
E. Glenville, NY

We don't like the idea, but our legal department really wants us to do it!

I think you should have a WWF Super WrestleMania Player's Poll Contest. The Grand Prize would be airfare, hotel accommodations and two tickets to WrestleMania IX at Caesar's Palace in Las Vegas. Second Prize would be a WWF Super WrestleMania Game Pak and a one year subscription to WWF Magazine. Third Prize would be Nintendo Power Jerseys.

Chris Rice
N. Canton, OH

Actually, Chris, that's a quite popular idea. Jeremy Brooks from St. Charles, MO had almost the same idea.

I've got it! How about a Mario Kart contest? The winner gets to take five friends to a real race track and run a few laps in go-karts!

Mike Witry
(a.k.a. King Witboy, Ruler of Kartland)
Dubuque, IA

I think there should be a Star Trek Player's Poll Contest. The Grand Prize winner would win a trip to the set of the new Deep Space Nine series at Paramount Studios. There, they could learn how Deep Space Nine works by having a tour of the place. The Second Prize winners would receive a Star Trek: The Next Generation Game Pak along with some other Star Trek item.

Trevor Meyer
Breckenridge, MN

Products with Nintendo characters on them are very popular. We may even see a Mario soft drink in the near future. Are there any items that you'd like to see with our characters on them?

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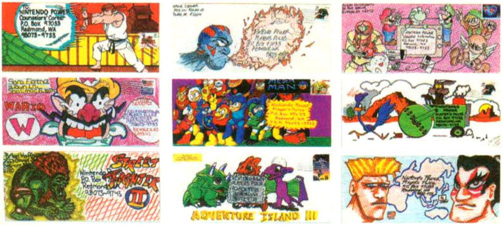

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CLUE

MURDER MYSTERY WEEKEND

CONTEST WINNER

In the end, it was revealed that Tim Martin was Prof. Plum's accomplice.

The Nintendo Power/Clue Murder Mystery Weekend took place at Season's Resort in New Jersey at the end of January. Tim Martin from Wixom, Michigan flew in for the soiree along with his mom, Liz, and friend, Chris Kaczkowski. A company of actors calling themselves Murder A La Carte played the roles made famous in Parker Bros. classic game of Clue. The plot included not one murder, but two, and Tim was unmasked as the brilliant computer wiz who was secretly working with Professor Plum—the second victim! So who dunnit? After two days of red herrings, bribes, accusations and mayhem, not to mention car loads of circumstantial evidence, the true culprit was brought to justice...Mrs. White, the housekeeper. Apparently, Albert Body, the first victim, was too paranoid to hire a butler—a lot of good it did him!

Miss Scarlet (Mare Kenney) and Mrs. White (Susan Tabor) with Tim and Liz.

EDITOR'S CORNER

How many of you used the Controller and Game Boy decals from the January Super Issue? We think they're a lot of fun. However, if there ever comes a time when you feel like taking them off, you may run into a sticky situation. Oftentimes, when one of the stickers is removed, some of the glue that is used on the back of the sticker will stay on the Controller. One remedy (which is contrary to the owner's manual), is to apply a small amount of regular household rubbing alcohol (don't use a lot) to a cotton cloth and rub the glue away with the dampened cloth. Adult supervision is advised. It may take a bit of elbow grease and you may have to repeat the process, but you'll eventually remove the tacky substance without damaging your Controller.

Gail Tilden
Editor in Chief

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VOLUME 48 - MAY 1993

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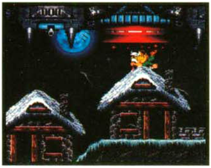
THE LOST VIKINGS™

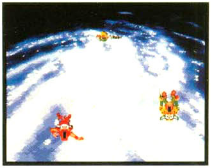
Hardy, bold, and tough as stone, they mounted the waves in their sleek ships and conquered the greatest civilization of their time—the Vikings! Interplay's The Lost Vikings may do for the action/puzzle game category what the original Vikings did for Rome, which is to say, turn it upside down! One or two players control the three Vikings, each with his own special skills. They must work as a team to pass through seven levels with multiple stages. The password feature lets you save your progress.

VIKINGS IN SPACE

It was the day of the great hunt. Three brothers, Eric the Swift, Baelog the Fierce and Olaf the Stout were late, as usual, but they charged into the frozen forest and returned to the village with a feast. Being simple Viking folk, they had no way of knowing that a huge Croutonian starship hovered above them in the blackness of space. That night, as the brothers snored, the ship beamed them up. The greatest alien collector in the universe, Tomator, wanted these tough, hardy and bold specimens for his zoo. But the bros. have other plans. Now they'll do everything they can, including warping through time and space, to reach their homes.



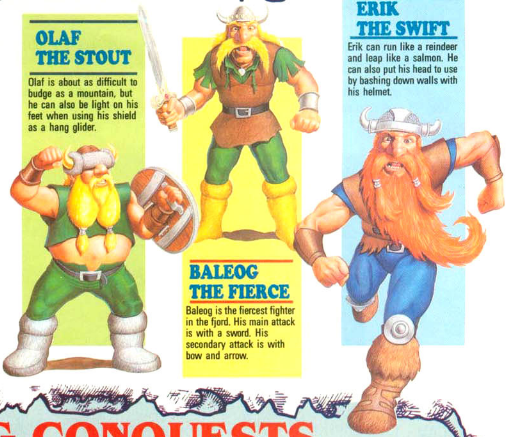
From cozy beds to the corridors of an alien spaceship—not a nice way to wake up! But nothing is too great a challenge for a Viking hero.



After each level, the brothers warp to a new world. Of course, all they really want is to reach a place where the herring swim free.

NORDIC TASKS

Each Viking has a special skill that only he can use. Within each level of the game you will find obstacles that must be overcome. Together, the three Vikings have all the skills necessary to get past the barriers. Alone, no Viking stands a herring's chance in a pickle vat. The trick to The Lost Vikings is to see how the Vikings' skills can be used in combination to reach new areas. Sometimes their skills aren't enough without the help of Items found along the way. In many cases, the Vikings must use their talents to reach a switch that will deactivate some threat. In every area you can be sure that all three Vikings will be called on to contribute. Although you can sometimes escape from a stage with fewer than three Vikings, you will need all three at some point within the stage to reach the exit.



OLAF THE STOUT

Olaf is about as difficult to budge as a mountain, but he can also be light on his feet when using his shield as a hang glider.

BALEOG THE FIERCE

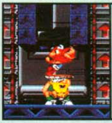
Baleog is the fiercest fighter in the fjord. His main attack is with a sword. His secondary attack is with bow and arrow.

ERIK THE SWIFT

Erik can run like a reindeer and leap like a salmon. He can also put his head to use by bashing down walls with his helmet.

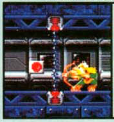
VIKING CONQUESTS

SHIELD JUMPING



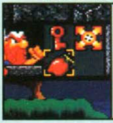
Erik can reach new heights by jumping from Olaf's shield. Push the B Button to raise Olaf's shield, then switch to Erik. Now you can hop onto the shield and beyond.

SWITCH HITTING



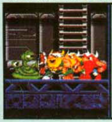
In many areas you will find switches and buttons that activate various defensive systems. Baleog's arrows can fire through the barrier and hit the switch to deactivate the threat.

GIVE AND TAKE



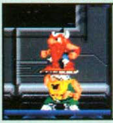
The Vikings can share their booty. If Erik snags a steak and Baleog is down a few hit points, share the chow.

THE PROTECTION RACKET



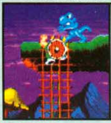
Olaf's shield serves as protection for his brothers against weapons and monsters alike. When you enter a battle zone, send Olaf out in front to ward off the blows.

SHIELD LANDING



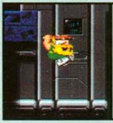
In addition to needing a step up from time to time, you might need a safe step down. Olaf's shield can provide the needed landing area.

SCOUTING REPORTS



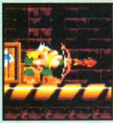
Since Olaf can protect himself from unforeseen enemies, send him out in front to explore new areas. Size up the obstacles then bring forth the appropriate Viking.

OLAF CAN FLY!



Olaf's thick shield has been aerodynamically designed to allow for gliding. When Olaf holds the shield overhead and jumps from a high point, he'll glide slowly across the screen to unexplored areas.

BLAZING ARROWS



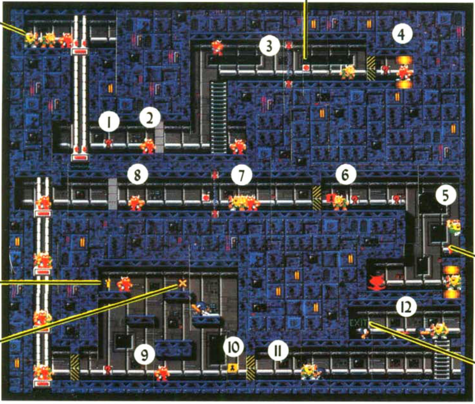
Fire Arrows destroy enemies with a single shot, whereas Baleog's normal arrows often take two arrows or more to stop a foe. Fire Arrows are found in some stages only.

STAGES 1-4

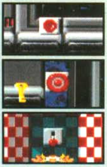
EASY HARD

LOST IN SPACE

The Vikings suspect that something has gone terribly wrong when they are beamed aboard Tomator's spaceship. To a Viking, all that gleaming metal and all those slimy aliens must look pretty impressive, and pretty mean! But you have nothing to worry about. The game designers started out easy and provided tons of hints to help you practice using the Vikings' different skills. You should be able to blow through these stages with just a little bit of effort.

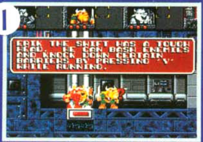


Buttons, switches and levers will open blocked passages for the Vikings. Some you can push directly while others must be hit at a distance by one of Baleog's arrows.



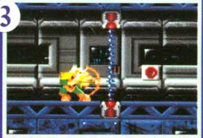
This is one of the larger areas of the Croutonian spaceship, but it should be child's play for three tough Norsemen. **1-2**—To start off, **Erik** will have to use his head to punch through the wall at the bottom of the elevator. **3**—Fire **Baleog's** arrow through the electrical barrier to hit the button and switch it off. **4**—All three Vikings enter the Teleporter to warp to the next area. **5-6—Olaf** floats down using his shield to grab the Red Key and talk to the floppy red alien, then teleports back up. **7—Baleog** shoots the button, cutting off the electrical juice. **8—Erik** bashes the wall. Ouch! **9-10—Erik** stands on top of **Olaf's** shield to jump up and reach the Yellow Key, which opens the door to the right. **11—Baleog** shoots an alien from behind **Olaf's** shield. **12—Baleog** dispatches two more aliens, then the Vikings reach the Exit.

1



ERIK THE SWIFT HAS A TOUGH HEAD. HE CAN BASH ENEMIES AND KNOCK DOWN CERTAIN BARRIERS BY PRESSING "Y" WHILE RUNNING.

3



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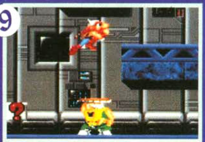
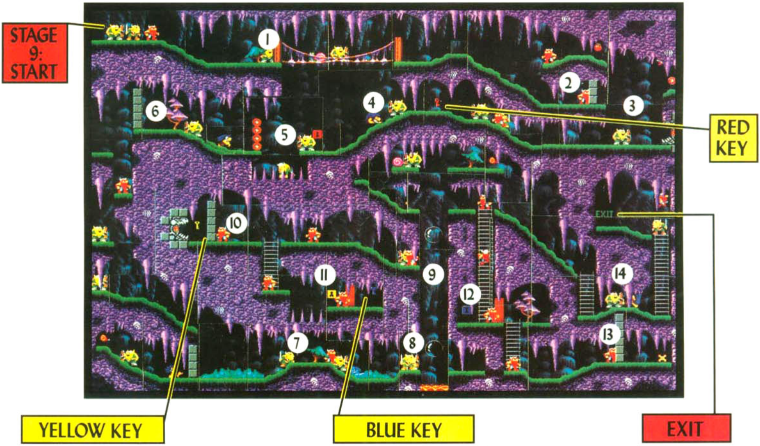


STAGES 5-11

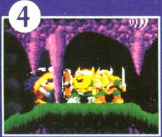
EASY HARD

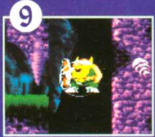
PREHISTORIC PATHS

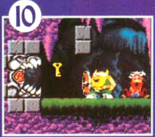
Long before there were Vikings or alien spaceships, the Earth was a cruel and primitive place where dinosaurs roamed, cavemen rolled about like armadillos and giant trees provided great places for building rope bridges. The Warp from the Croutonian spaceship takes the three brothers to this ancient time of caves and primitive puzzles.

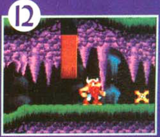


For our lost wayfarers, the going isn't too tough in Stage 9, as the sword gauge above indicates. **1–2–Baelog** shoots a snail and **Erik** uses his head to bash a wall. **3–Olaf** hops down and blocks the rolling caveman and fireballs. Then **Baleog** joins him to defeat the caveman. **4-5**–Grab the Red Key and lower the bridge. **Olaf** holds off the snail while **Baleog** shoots it. **6–Baleog** defeats several cavemen and **Erik** bashes a wall. **7–Baleog** bags a snail and dinosaur. **8-9**–Baleog shoots another snail, then the brothers ride the bubble to the first passage on the left. **10–Erik** bashes a wall, then **Olaf** moves in to take the Yellow Key. **11–Erik** takes the Yellow Key, jumps over the spikes and opens the door to the Blue Key. **12**–Ride the bubbles up and hop off on the right side, then climb down the ladder to the Blue Lock. **13–Erik** bashes a wall, then sprints in to grab the Super Bomb. **14**–Take care of the final caveman. From here, it's just a short climb to the Exit.







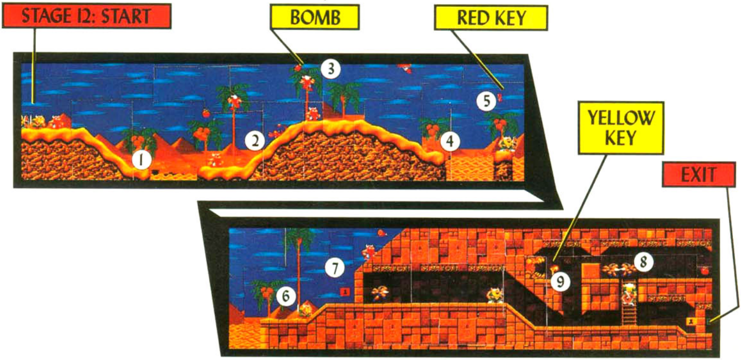


STAGES 12-17

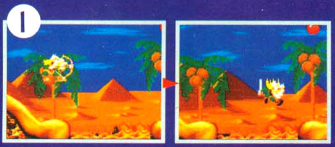
EASY HARD

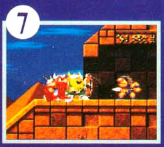
NORSEMEN ON THE NILE

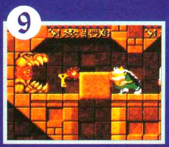
The heat is really on for the Vikings now that they have landed in Egypt. Avalanches of desert sand and scorpions are the least of their worries. They must pass through a pyramid guarded by the Pharaoh's spear-wielding troops and hidden traps. The guards can leap over Vikings, so it is important to keep Baleog ready at all times!



The last place a Viking wants to be is baking in a desert. These guys aren't dressed for it and they can see that they're going to have about as much fun as a herring in Arizona. **1**—From the top of the palm tree, **Erik** jumps across the shifting sand, **Olaf** glides across, and **Baleog** must shoot two coconuts from the tree opposite so he has something on which to land. **2**—**Olaf** should stand close to the scorpion while Baleog fires arrows from out of range of the creature's shots. **3**—**Erik** climbs the tall palm and retrieves the Bomb. **4**—Cross the second sand area the same way you crossed the first. **5**—**Erik** snags the Red Key above the palm tree. **6**—**Baleog** shoots the scorpion. **7**—Use the Red Key to open the pyramid. Be prepared for the guard just inside! **8**—Send **Olaf** and **Baleog** up the ladder to defeat the Egyptians. **9**—**Olaf** pushes the stone into the hole in the floor, then blocks the fireballs for **Erik** to leap in and grab the Yellow Key. Now get out of there!



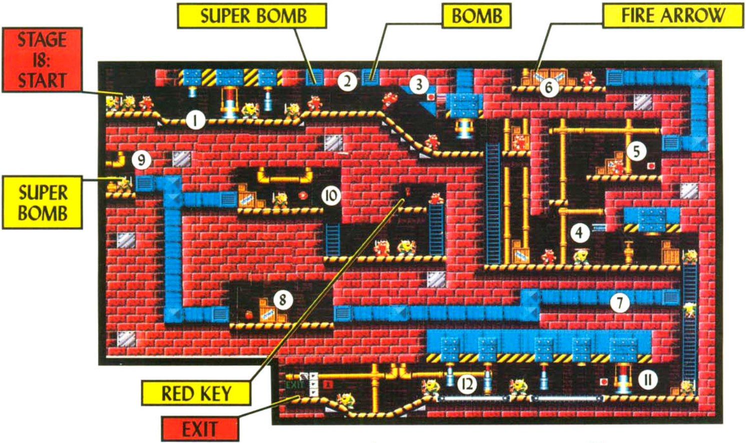




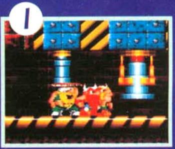
STAGES 18-25 EASY HARD

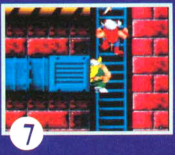
THE SWEAT SHOP

Pounding cylinders and buzz saws are all new to a bunch of guys from the Sixth Century, but they take everything in their stride. If there is a way through this factory, they're just the Vikings to find it. The stages are starting to get harder now. Don't sweat it. You can keep trying to pass a stage for as many turns as you like.



There's a whole new set of ways to be squashed, mashed, sliced and diced in this mechanical nightmare. The Vikings couldn't care less. What's internal combustion to a guy who's warped out of an alien spaceship? **1#'s–'s Olaf** can hold up the small pistons with his shield while the others run underneath. **2–Erik** jumps into the airshafts for the Smart Bomb and regular Bomb. **3–Baleog** shoots the button to stop the piston. **4–Erik** jumps from Olaf's shield. **5–Erik** hops over the buzz saw, pushes the button, and hops back to safety. **6– Erik** uses the airshaft to reach the Fire Arrow. **7**–Send the Vikings through the airshaft to collect items. **8–Baleog** destroys the buzz saws with his arrows. **9–Erik** jumps up to collect the Smart Bomb. **10**–Collect the Shield Power-Up and bomb the grey blocks in the floor. Now, while **Olaf** blocks the robot, **Erik** jumps over him and grabs the Red Key. **11–Baleog** shoots the button to stop the piston. **12**–Time your passage along the conveyor belts to avoid the pistons. Use the Red Key and head to the Exit.



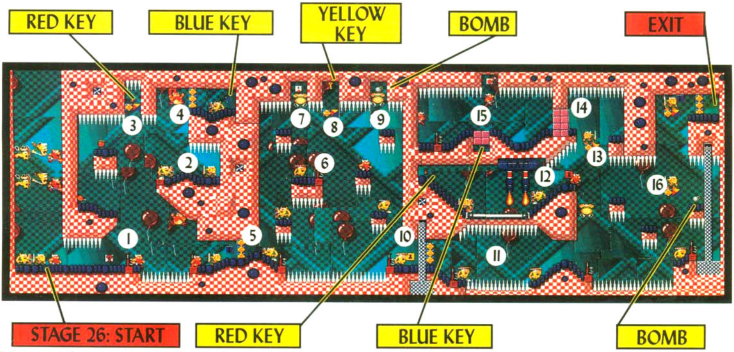


STAGES 26-33

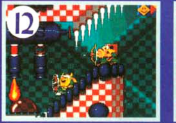
EASY HARD

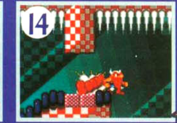
VIKINGS IN WONDERLAND

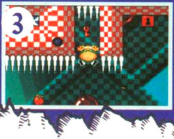
Suddenly, nothing is quite as easy as it used to be. Maybe the Vikings are just getting tired, or maybe this weird new land they've landed in doesn't play by the same rules. For instance, the Vikings must blow themselves up with gas to balloon up to new areas and items. That's just for starters. The Vikings have their hands full now.

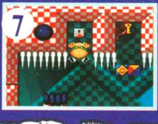


The Wacky World the Vikings have landed in plays by a different set of rules, seemingly, but the guys are quick to catch on—at least they'd better be. **1—Olaf** pump's up with gas and floats to the ledge with the snoot monster on it. **2—Baleog** follows **Olaf** and skewers the monster on the ledge. **3—Erik** goes ballooning as soon as the platform appears at the top of the screen. He'll float into the narrow gap, grab the Red Key and deflate, falling to the platform. From there it's an easy jump back to the ledge. **4—Erik** floats up, uses the Red Key to get the Blue Key. **5**—Jump down to the left, then balloon over to the Blue Lock and open it. **6—Erik** balloons up to the ledge using the narrow passage on the left. **7—Erik** fills up on the ledge and flies to the switch to start the platform moving, then falls down to the ledge on the left before jumping to the ledge with the pump. **8**—Now **Erik** floats up and grabs the Yellow Key above the platform. **9—Erik** should float to the right and grab the Bomb also. Watch out for spikes! **10**—Use the Yellow Key to open the gate. **11**—Balloon through this passage until you near the spiked ceiling, then manually deflate to reach the right side. **12—Baleog** can shoot the red pipes to cut off the gas to the jets. As he crosses the conveyor belt, watch out for a snoot monster. Defeat it and grab the Red Key. **13**—Use the Red Key to activate the elevator. **14—Erik** rides the elevator and blows up the wall on the left with a Bomb. **15—Erik** blows up the blocks on the floor to reach the Blue Key. 16—Ride the elevator up to the Blue Lock to open the passage to the Exit.







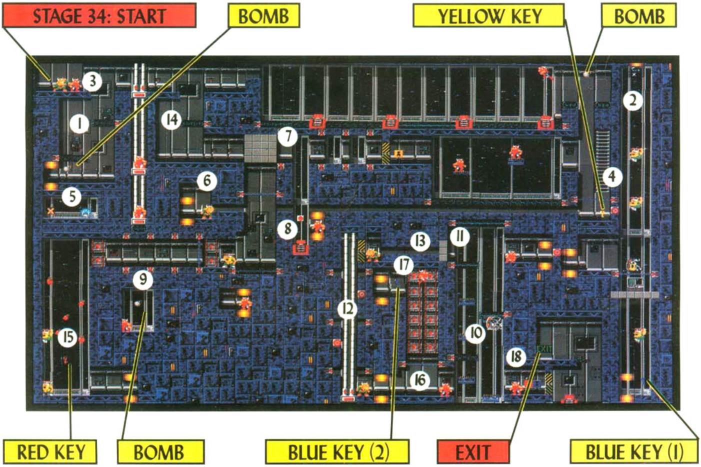


STAGES 34-36

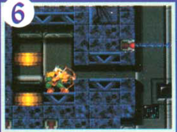
EASY HARD

RETURN TO SPACE

The Vikings warp back to the Croutonian spaceship, determined to take care of Tomator once and for all. But things have changed aboard this interstellar zoo collector's ship. The place is highly charged with electron beams and other security devices. If the bros. are to reach Tomator, they'll have to pass through three of the toughest stages yet.



Now that they're back on the spaceship, the Vikings can smell the sweet (at least to a Viking) smell of home. **1**–**Olaf** floats down to the Bomb. **2**–The Transporter drops **Olaf** in a tall shaft. Drop your Bomb and land on the left ledge. When the computer blows up, drop down to get the Blue Key and transport back to the beginning to make the bridge with the Blue Key. **3**–Now **Erik** bounds to the right atop the red spring pads, grabs the Bomb and drops down a shaft. **4**–He lands on the left ledge. **5–Baleog** and **Olaf** go down the elevator, shoot a critter on the left to get a Smart Bomb. **6–Baelog** fires an arrow to the right. It hits the button deactivating the electron beam so **Erik** can grab the Yellow Key. **7–Erik** moves left, uses the Yellow Key, and blows up a stack of blocks. **8-9–Erik** uses Transporters to grab another Bomb. **10-11–Erik** hops up the elevators and blows the left wall at the top. **12–Baleog** dodges electron beams. **13**–One of **Baleog's** arrows hits the button by the Transporter. **14–Olaf** takes the passage opened by **Erik's** Bomb in Step 7. **15**–Floating down the shaft, **Olaf** picks up the Red Key. **16-17–Erik** floats up to the Blue Key in Zero-G. **18**–Both Red and Blue Keys are needed to unlock the door to the Exit.



THE DUEL: TEST DRIVE II
Real roads. Real cars. Real, high-speed action. PAGE 19

THE SPORTS

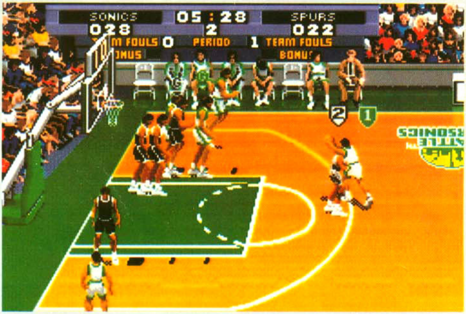
TWO MUCH FUN?

THOREAU D. BALL

The other day, a sports game fanatic friend called up. He'd been playing his Super NES for 20 hours a day with only a few breaks to shower, change team hats, and call in sick. "There are too many games," he grumbled, "too many seasons to play, too many championships to win! You got me into this, Thor! I challenge you! You! USA! USA!" You don't take a challenge like that standing up, so I went over to his house, crashed on the couch, grabbed Controller II and proceeded to run, shoot, and kick my old friend into a panting heap of humility. When it was over, he thanked me. "What are friends for," I shrugged. He looked up from his sprawled position on the floor. "Rematch, Saturday," he said, then fainted. So what's my point? Two-player sports games can be therapeutic and the Super NES has the best multi-player games in town. Thrash a friend and see if I'm right.

COMING SOON ON THE SUPER NES

Aquatic Games
Bionic Volleyball
Brett Hull Hockey
F-1 Grand Prix
F-1 ROC II
Jaguar XJ220
Legends of the Ring
Mecarobot Golf
Monday Night Football
MVP Football
NFL Quarterback Club
Sports Illustrated Football, Baseball
Super Double Dribble
Top Gear II
WWF Super Wrestlemania II



SUPER NBA BASKETBALL TAKES PRO TITLE

By Tecmo

Torrance, CA—The first Super NES sports title from the sports experts at Tecmo has arrived—Tecmo Super NBA Basketball. It was worth the wait. This is a huge game with more options than any other basketball game: one or two-player simultaneous play, exhibition games, complete regular seasons, All-Star game, options for manual control, coaching control and computer control of all 27 NBA teams and their complete player rosters. Also included in this Battery Pak game are options for the length of periods, the game speed, and music. If there's anything Tecmo left out, we haven't found it!

> **"If there's anything Tecmo left out, we haven't found it!"**

The side view of the court is the view you would get from the stands, just like Bulls Vs. Blazers and Super Slam Dunk. But the characters in Super NBA are large and the designations showing which player has the ball or which player will receive a pass are clearly visible, unlike the other two games mentioned. Like NCAA Basketball, Super NBA has a selection of plays to choose from. Running the plays is easy and increases the chance

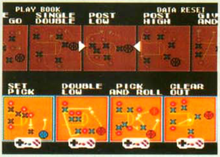
BULLS
020
02:47
1
KNICKS
014
23 M.JORDAN
03 J.STARKS

SCENE

SUPER HIGH IMPACT

Catch a preview of Super High Impact football. PAGE 20

of scoring. Of course, you can always work the ball around, looking for the open man. Choosing a team member to whom you can pass the ball is simply a matter of "pointing" at him using the Directional Control Pad. On defense, you can harrass a player, jump to block and switch off.



ALL-STARS

More than any other professional sports league, the NBA is filled with super stars, from Michael Jordan to Charles Barkley. Virtually every team has its share of stars, but not all of the stars will appear where you expect them in Super NBA. So what's the scoop? The rosters in Super NBA were determined at the All-Star break of the 1992 season, so personnel changes that took place later, like Barkley moving to Phoenix or Magic Johnson retiring, are not reflected. The All-Star game itself is one of the best two-player options around due to the strengths of the players. During regular season games, use the Player Data, which indicates strengths in six categories, to put together your winning lineup.

PLAYING IN THE NBA

By Tecmo

Super NBA gives you the chance to star in the NBA, but it isn't easy learning and mastering all the intricacies. Here are the basics. On offense, the best strategy is to use the preset plays. Select four plays from the Playbook to call on the court, then call them. Look for the man closest to the hoop, then pass him the ball and take the shot. Shooting from a preset play increases your chances of sinking the basket. When shooting without setting up a play, use your best percentage guys–players with the best Shooting Range–and shoot from the perimeter. Since the ball isn't released until your finger is off the B Button, you can use hang time to avoid blocks. Hook shots close to the basket and slam dunks are the highest percentage shots, but it can be difficult getting the ball inside unless you use a play. On the defensive side, you can switch to the closest player to the ball, but the action is so fast that you may get lost. The easiest strategy is to stay under the basket and move out to challenge any offensive player. This way you prevent the easy basket. There are no preset defensive sets like those in NCAA Basketball, and the players move too quickly to run an effective backcourt press, but the stealing and blocking controls are easy to use.

> **"On offense, the best strategy is to use the preset plays."**

BASKETBALL SPOTTER

	SUPER NBA BASKETBALL	NCAA BASKETBALL	SUPER SLAM DUNK	BULLS VS. BLAZERS
Preset Plays	YES	YES	NO	NO
Defensive Sets	NO	YES	NO	NO
Number of Teams	27	44	28	27
Save Feature	BATTERY	BATTERY	PASSWORD	PASSWORD
Play-offs	YES	YES	YES	YES
Special Player Moves	NO	NO	NO	YES
Instant Replay	YES	NO	NO	YES
Stats	YES	YES	YES	YES
Play-By-Play	YES	NO	YES	NO

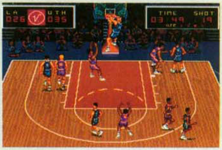
MAGIC'S SUPER SLAM DUNK

By Virgin Games

Irvine, CA—Magic Johnson, former great of the Lakers, introduces each match-up in this Super NES basketball simulation. Since this title from Virgin Games doesn't have an NBA license, that's all you'll see of Magic. The view is from the half court line, but from a much higher perspective than NCAA Basketball. The use of Mode 7 effects is limited to pivoting at half court to face either basket. Although you have a great view of all the action in this perspective, the "active" player (who you control) is designated only by a difficult-to-see colored disk on the floor. There are two modes of play: Exhibition (for one or two players) and Play-off. There is a password in the Play-off Mode, but play-off teams are chosen randomly, so you can't select your favorite team. Unlike Super NBA, there is no season play. The only truly outstanding aspect of the game, is the play-by-play digitized voice. Not only is the voice clear, but the announcer updates the action from moment to moment, making a running commentary that actually makes sense!

Unfortunately, the action that the announcer describes hardly seems to be the action taking place on the court. There are no preset plays and no way of knowing which player can shoot well from outside. Making a basket seems to be more a matter of luck than skill, even from close to the basket. Defense is just as awkward, mainly because your man responds slowly to Controller commands. With quality games like NCAA Basketball and Super NBA on the market, Super Slam Dunk pales in comparison.

> **"The only truly outstanding aspect of the game is the play-by-play digitized voice."**

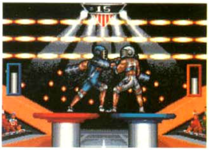


Super Slam Dunk sounds great, but lacks solid play.

AMERICAN GLADIATORS

By Gametek

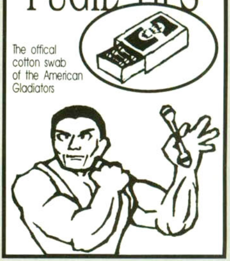
North Miami Beach, FL—This Super NES Pak from Gametek recreates the competitive events of the TV show so that you can challenge the real American Gladiators in the Tournament or up to 16 of your friends in alternating play. The seven events include Assault, Human Cannonball, Atlasphere, Joust, Powerball, The Wall, and the Eliminator. Good graphics and sound are the big appeal of this game, because they convey a real sense of the show, like Acclaim's WWF Super Wrestlemania. It's too bad that the actual play is either awkward or lacks challenge. Some of the events have such puzzling Controller functions that you'll have to look at the manual to get it right. For instance, in the Eliminator, you simply push the L and R Buttons continuously as fast as possible. What this has to do with an obstacle course seems to escape everyone but the game designer. Atlusphere and Powerball are the only two events that present real game play and challenge. AG fans might like the game for these events alone plus the great digitized bio screens. Let's just hope that Knights & Warriors isn't next on the list.



In the Joust, you can jump, thrust, block and move.

AMERICAN
GLADIATORS

PUGIL TIPS

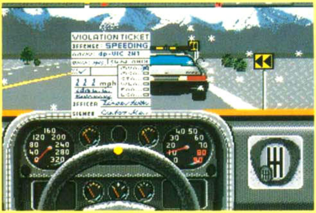

The offical cotton swab of the American Gladiators

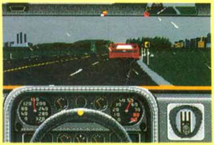
DUELING SPORTS CARS

By Accolade

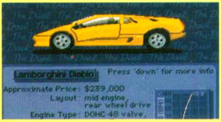
San Jose, CA–The Duel: Test Drive II puts you behind the wheel of the Porsche 959, Lamborghini Diablo, or Ferrari F-40–three of the hottest production models ever to grace the pavement. You'll duel against either of the other two cars or the clock on courses that approximate real roads. The easiest course is in the desert. More difficult courses represent city driving, the East Coast, and finally, a winding West Coast highway. Conditions also vary within a course, so that you may begin during a rain storm and then move into the sun. Since the roads are open highway rather than race tracks, you'll have to avoid smashing into slow motorists. The result is that there is a lot of slaloming in and out of traffic for a very realistic feel. Even more realistic is the fact that you'll probably get stopped for speeding. Your goal is to reach the Gas Stations before your opponent does or before time expires. The view from behind the wheel shows the dash and gear shift lever. It's your choice to shift manually or use automatic. The dash includes speedometer and tach. The road and backgrounds scroll smoothly, giving a real sense of speed, but the steering feels too soft for such a high performance machine. If the thrill of speed is what you're after, you'd do better with F-Zero, Top Gear or F1-ROC, but if you want reality in your driving, from the view out the window to the sound of reving engines, take a test drive with The Duel: Test Drive II.

> **"The road and backgrounds scroll smoothly, giving a real sense of speed . . ."**





Realism is the strength of Test Drive II.

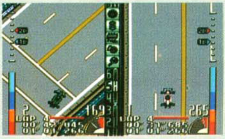


Lamborghini Diablo

Approximate Price: $239,000
Layout: mid engine, rear wheel drive
Engine Type: DOHC 48 valve,

GRAND PRIX

By Hudson Soft



South San Francisco, CA–Don't get the wrong idea about Battle Grand Prix from Hudson Soft. The "Battle" refers to a battle of skills between drivers, not missiles launched at opposing cars, although such a feature might have added a certain flair. What Battle Grand Prix does have is traditional Formula-1 racing on courses around the world. This split screen, two-player simultaneous game has an overhead view with no 3-D perspective, unlike behind-the-car or behind-the-wheel games. The result is that you can't see what's coming up ahead, and that can cause a lot of spinouts and crashes.

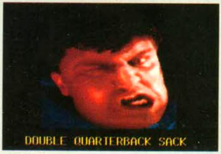
The options in Battle GP are great. You can set up your controls however you want them and you can outfit your car with seven types of equipment suitable for a given course, and it's free! As for the sense of speed and actually being on a race track, Battle GP feels more like a slot car simulation. In fact there is a Slot Car option in this game in which you control only your car's speed. In all modes, the vertically split screen is more distracting than the horizontally split screen of Top Gear. If you want to make the ultimate racing machine, Battle GP has some strong points. If the actual race is what turns you on, take a look at the competition named above.

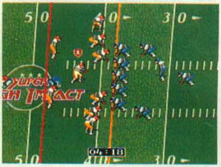
FEEL THE IMPACT

By Acclaim

Oyster Bay, NY—Super High Impact, the toughest talking football arcade game ever, is on its way from Acclaim. This one- or two-player football game has been adapted from the Williams/Bally/Midway coin-op, which means that the emphasis is on action rather than options or strategy. Good animation, some great digitized pictures and voices all serve to get players pumped. The limited number of plays from which you can choose doesn't seem to limit the game possibilities. The version reviewed at Nintendo Power was 80% to 90% complete and some of the Artificial Intelligence still needed work. Still, this was a fun two-player game, especially for players who just want to play football without having to learn the intricacies of a complex video game like Super Play Action Football or the difficult play selection process of John Madden Football '93. Football Fury, also reviewed in this issue, is the closest game to Super High Impact, but even that simple game seems complex in comparison. The plays are limited, but the play is exciting. Expect good control on offense, especially for passing plays, and fair control on defense. Like most football games, except John Madden '93, you can't shift your defender before the snap. Instead, you must shift your control to another player. This is lame, but control of the defender is solid once the play begins. You may not be able to hide your play selection on this meat & potatoes game, but that just adds to the challenge. Look for Super High Impact early this summer.

> **". . . this was a fun two-player game . . ."**



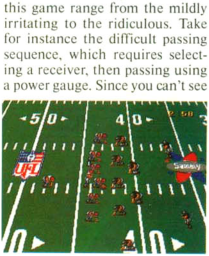


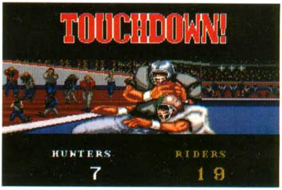
THE POUND AND THE FURY

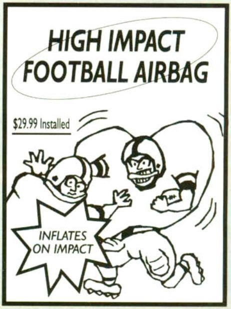
By American Sammy

Elk Grove, IL—A better name for this game might have been Football Japanese Style. From the oriental lettering of the title to the awkwardly written manual, it is clear that this game wasn't Made In The USA. The problems with this game range from the mildly irritating to the ridiculous. Take for instance the difficult passing sequence, which requires selecting a receiver, then passing using a power gauge. Since you can't see more than 15 yards down the field, you won't be able to judge how much power to use. Or take the speed of the computer's defensive players. Although, halfway across the field, they suddenly turn on the afterburners and tackle your runner. Go figure. On the positive side is the fact that you can play a conference schedule and save the game using passwords. Of course, the conferences are ficticious and ". . . the teams all play the same, but that just evens things out in the two-player mode . . ." which is the best way to play this game.

> **". . . the teams all play the same, but that just evens things out in the two-player mode . . ."**

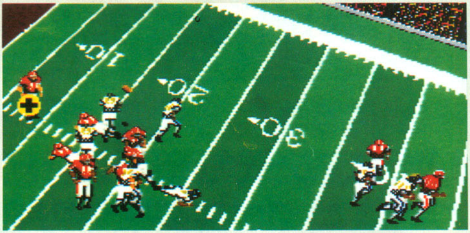


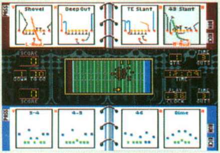




NFL FOOTBALL HITS TOWN

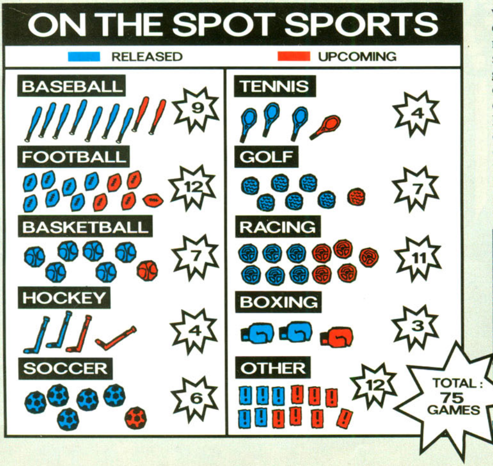
By Konami

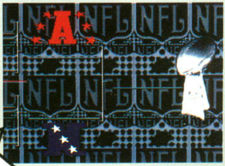




Buffalo Grove, IL—If you wanted to give this Pak a new name, it might be Hurl Football—named after the dizzying use of Mode 7 effects on passing and kicking plays. Starting from the side, the view rotates around so that you are facing your own goal. Apparently the idea, at least on passing plays, is that after the pass you are switched to the view of the receiver looking back at his quarterback. Other amazing blunders include a scoreboard that is about as difficult to read as chicken bones and a tiny floating bull's-eye symbol that indicates which player is under your control. Then there's the most awkward Menu Screen ever for a Super NES sports game, a play-off mode that limits which teams can appear in the post-season, and long animation sequences that can't be cut short. Well, to every cloud there must be a silver lining, and with NFL Football the silver linings are excellent play-by-play voice, a good selection of offensive plays and defensive sets, and real NFL teams with their true strengths and weaknesses (although real NFL players are not included and you can't make substitutions.) Maybe the strangest part of this Jekyll and Hyde game is that while the Mode 7 effect completely screws up your sense of control, chances are you'll complete a lot of passes in spite of the spinning. In other words, the computer does most of the work, which is good news and ultimately makes the game playable. If NFL action with a twist (a big twist) is what you want, spend some time with Konami's NFL Football.

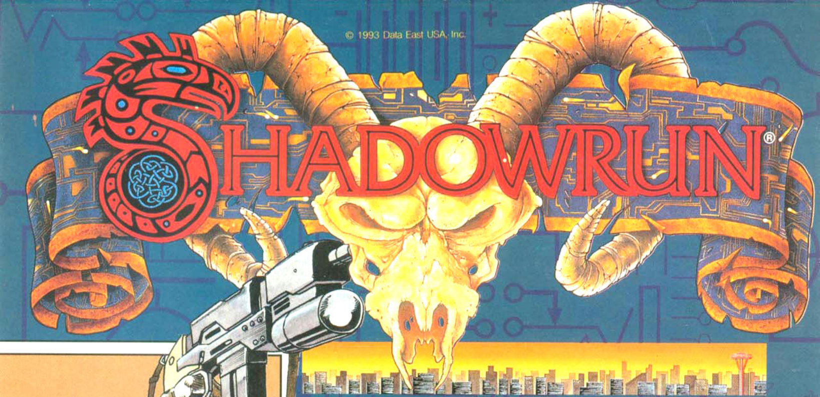
> **"The view rotates around so that you are facing your own goal."**





A password saves your play-off progress.

© 1993 Data East USA, Inc.



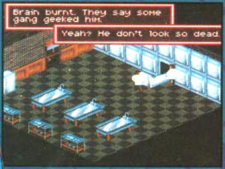
SHADOWRUN®

SEATTLE, CIRCA 2050

Based on a role-playing board game originally developed by the FASA Corporation, Shadowrun takes you to the streets of Seattle in the year 2050. This Super NES version, published by Data East, is the first created for a computer game system, and although the play control and graphics lack the smoothness and definition many of us have come to expect from Super NES titles, the storyline has enough depth to make Shadowrun an intriguing play.

HIT THE STREETS RUNNING

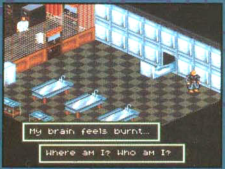
By 2050, cybertechnology has replaced outdated telecommunications systems. The countries we know today no longer exist—new nation states have taken their places. Giant mega-corporations wield the power in huge megaplexes that have grown unchecked to cover the land. Where do Shadowrunners fit into this society? They lurk in the darkness, emerging only when a Megacorp needs someone to do its dirty work.



Brain burnt. They say some gang geeked him.

Yeah? He don't look so dead.

The story of maverick Shadowrunner Jake Armitage begins in an unlikely location: on a slab in the city morgue.



My brain feels burnt...

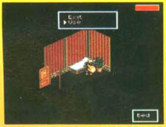
Where am I? Who am I?

Jake may have fried his brain, but don't count him out. If he can find parts, he can have the damage repaired.

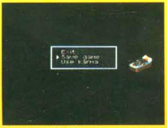
SHADOWRUNNING STRATEGY

GET SOME SHUT-EYE

Search for a place to sleep and save your game often. You never know what dangers lurk around the next corner, and you don't want to lose your hard-won progress.



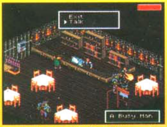
When you find a comfortable bed, USE it to get some well-deserved rest.



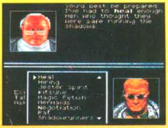
When you USE the bed, you can either save your game or use some Karma.

TALK TO STRANGERS

When you talk to people you meet, they sometimes give you Key Words on particular subjects. You must have a Key Word before you can ask for information about it.



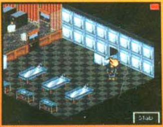
It never hurts to ask. See if the people you meet have any new information.


You'd best be prepared. I've had to **heal** enough men who thought they were safe running the shadows.

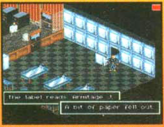
The retired doctor drops the Key Word "Heal." Now you can ask about healing.

GIVE JAKE A HAND

Shadowrun's graphics make it difficult to see small details, so it's easy to overlook important items. Press the B Button to bring up the hand and try to touch all of the nooks and crannies in the area around you. If you fail to search the slab, you'll miss the Torn Paper that has a message about a mysterious location.

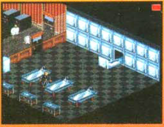


Take a long look. Before you leave the morgue, press the B Button to search the slab that Jake was filed away on.

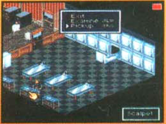

The label reads Armitage J.

A bit of paper fell out

A simple search reveals the name on the Slab's label and a small piece of paper that reads "Warehouse No. 5."



After you pick up the Torn Paper, search the rest of the morgue for small items that you might not be able to see.



Check the center shelves carefully. Your search should turn up a sharp scalpel that you can use to open doors.

SHADOW SPELLS

Jake has the potential of learning several spells as he completes various runs. The Dog Spirit that materializes in a warehouse at the Docks teaches him the spells when he arrives bearing particular items. As long as he has enough Magic Power in reserve, Jake can activate whichever spell he selects by pressing X.

HEAL

The Dog Spirit gives Jake the first spell, Heal, when he takes the the three items requested earlier to the Docks.

POWERBALL

Jake gets the powerful Powerball spell in return for the Meteoric Paperweight and the Ghoul Bones, both from Area 1.

ARMOR

Jake must find the Mermaid's Scale and the Serpent's Scale in order to get some protective skin of his own.

SUMMON SPIRIT

When Jake kills the attacking dog and takes its dog tags to the Dog Spirit, he gets the Summon Spirit spell.

FREEZE

The Dog Spirit tells Jake that he must return with the residue of two sea creatures to get the Freeze spell.

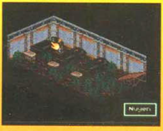
INVISIBILITY

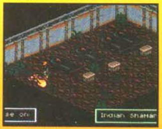
To gain the Invisibility spell, Jake must collect fresh water from the fountain and toxic water from Bremerton.

THE STREETS

1 THE GRAVEYARD

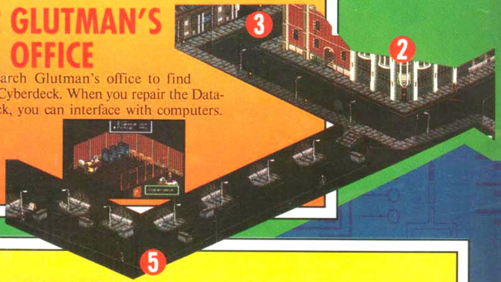
When you revive the Shaman lying in one of the Crypts, he'll give you the Magic Fetish.




Indian Shaman

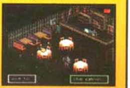
2 GLUTMAN'S OFFICE

Search Glutman's office to find a Cyberdeck. When you repair the Datajack, you can interface with computers.


1
2
3
5
Cyberdeck

3 THE GRIM REAPER

When the bartender serves up your favorite, iced tea, give it to the Club Patron.

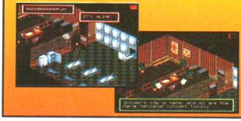

Club Patron

4 THE CAGE

When you meet Glutman at the Cage, he'll take you to the Caryards.

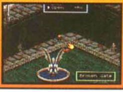
6 THE MORGUE

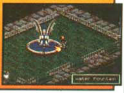
Put on your Shades and Badge, then return to the Morgue to get the Tickets and Credstick.



7 TOWN SQUARE

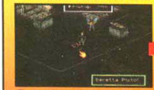
Open the broken gate to free the dog and pick up the Collar it drops in the street. Return to the Fountain later to fill a bottle with fresh water.


Broken Gate


Water Fountain

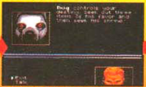
5 THE ALLEY

The Alley is dark and dangerous, but you'll find a weapon there.

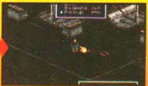

Baretta Pistol

First, pick up the Baretta Pistol by the body.

Strange dog-like eyes peer from the darkness.

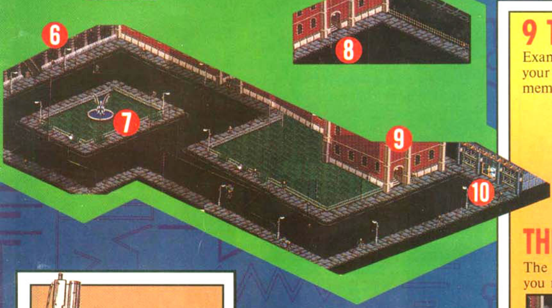


Listen to the Dog Spirit's mysterious message.



Pick up and Use the protective Leather Jacket.

OF SEATTLE



8 YOUR APARTMENT

Go to your apartment and listen to the message waiting on the Video Phone. Pick up the Shades, the note from Sassie and money from the file cabinet. Use the bed to save the game.

Apartment 6

Apartment #6 is your home base. Go there to save the game.

Exit
▸Examine
Close
Filing Cabinet

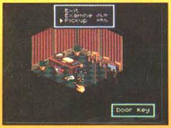
Examine the file cabinet closely to find some extra dough.

There is a recorded message

Drake has left a not-so-nice message on the Video Phone.

9 THE OFFICE

Examine the body to find the key to your apartment, then pick up a memo from the desk.


Exit
Examine
▸Pickup
Door Key

THE MONORAIL

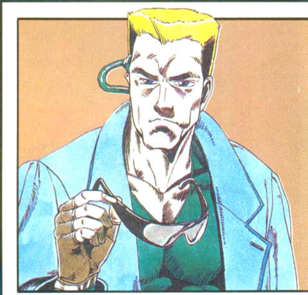
The Monorail will be open when you return from the Caryard.

STATION CLOSED FOR REPAIRS ECORAIL CORP

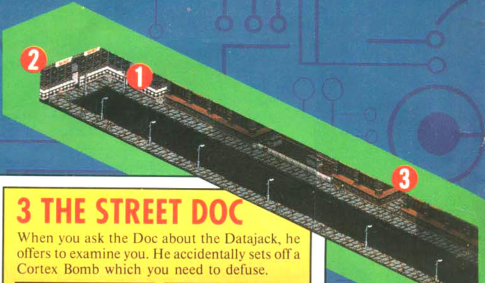
TENTH STREET STATION IS NOW FULLY REPAIRED - ECORAIL WE TRY HARDER

FIND THESE ITEMS IN AREA 1

- TORN PAPER
- SCALPEL
- SLAP PATCH
- DOG COLLAR
- BERETTA PISTOL
- LEATHER JACKET
- KEY
- MEMO
- SHADES
- RIPPED NOTE
- NUYEN
- PAPERWEIGHT
- CYBERDECK
- ICED TEA
- TICKETS
- CREDSTICK
- MAGIC FETISH



THE CARYARD



1 WEAPON SHOP

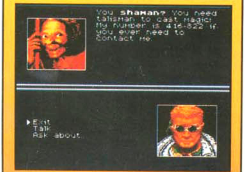
After you've earned a big bundle of Nuyen in the Caryard Arena, go to the Weapon Shop and upgrade your weapon and armor. Examine the cases in the shop to see what's available.

FIREPOWER FOR SALE

You'll find a Colt, a Ruger, a Shotgun, a Fechetti, an Aries Viper, some Grenades, and a Wire Mesh Jacket for sale. You can return to the shop later to sell what you have and buy different weapons.

2 THE TALISMAN SHOP

Talk to the person in the Talisman Shop to get some Key Words and her telephone number. You'll be able to call her later from any Video Phone.



You **shaman?** You need talisman to cast magic! My number is 416-822 if you ever need to contact me.

WHAT TO BUY

Many mysterious items are sold in the Talisman's Shop. Examine the showcases in the shop to find the prices of Blue and Purple Potion Bottles, a Black Bottle, and a Wooden Stake. You won't be able to afford everything at once, so return later to purchase items as you find a need for them.

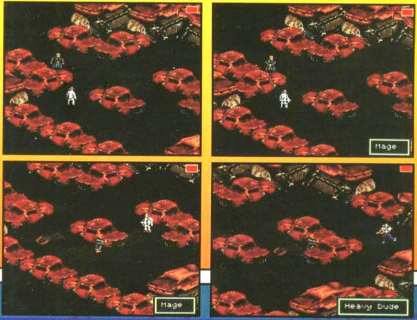
3 THE STREET DOC

When you ask the Doc about the Datajack, he offers to examine you. He accidentally sets off a Cortex Bomb which you need to defuse.

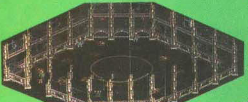
The Doc will examine you for 500 Nuyen. When he does, he accidentally activates a Cortex Bomb.

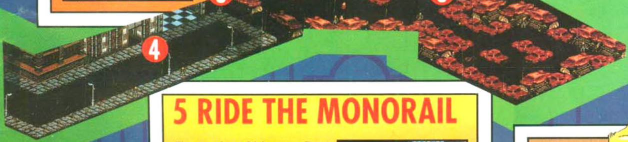
WINNING AT RANDOM COMBAT

To build up Karma points and earn cash, you have to take part in Random Combat. Of course, if you lose, the game's over, so use your head when you fight. Try to take on one enemy at a time, staying out of the line of the others' fire until you're ready to take them on. Stay behind large objects to avoid direct hits.



AND OLD TOWN



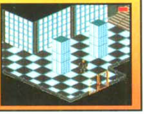


4 THE SPUTNIK BAR

You won't learn much talking to the patrons of the Sputnik Bar, but it's a good place to hire runners. They may not be very hospitable but they are inexpensive.

5 RIDE THE MONORAIL

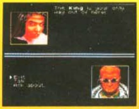
From the Oldtown Station, you can go to either 10th Street or Downtown.



Go left to Downtown, right to reach 10th Street.

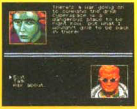
6 THE CARYARD AND ARENA

The Caryard area is small, but it's a good place to raise your Karma and earn money. You can either pay the King to let you leave or defeat him in the Arena and earn 4000 Nuyen. After you leave, return with more experience to fight the toughest opponents.



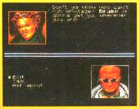
The **King** is your only way out of here!

▸Exit
Talk
Ask about



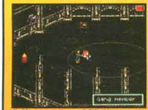
There's a war going on to control the grid. Cyberspace is a dangerous place to be right now, but what I wouldn't give to be back in there.

▸Exit
Talk
Ask about

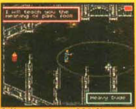


Don't ya know you can't run, whutager? **Drake** is gonna get ya, wherever you are.

▸Exit
Talk
Ask about

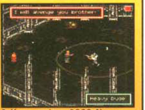


2 Karma points, 300 Nuyen



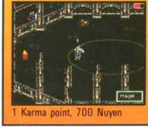
I will teach you the meaning of pain, fool

3 Karma points, 1000 Nuyen

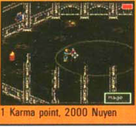


I will avenge you brother

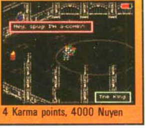
2 Karma points, 3000 Nuyen



1 Karma point, 700 Nuyen

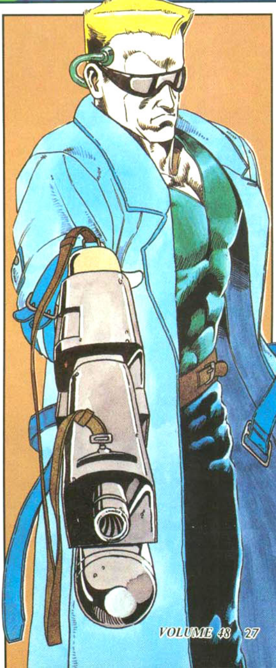


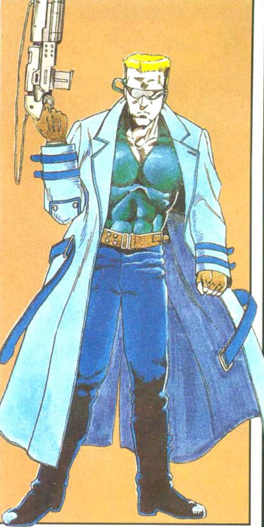
1 Karma point, 2000 Nuyen



Hey, spug! I'm a-comin'!

4 Karma points, 4000 Nuyen

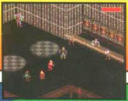


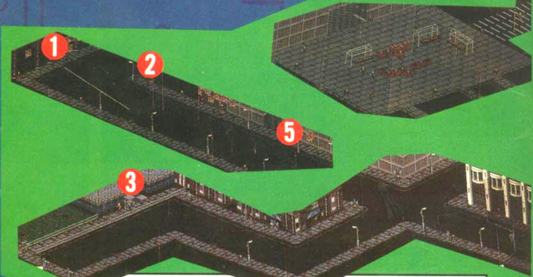


DOWNTOWN, THE DOC

1 THE WASTELANDS

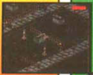
This club is another good place to hire Runners. The Orc is an especially good fighter.

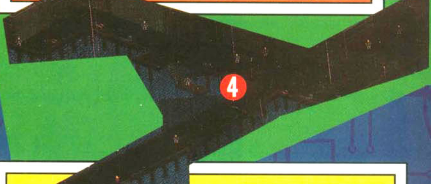




2 RUST STILETTOS

Use the Iron Key to enter the Stilettos' hang out. It's a tough run, so save the game as you finish each room.



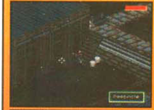


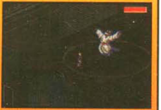
3 JAGGED NAILS

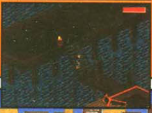
Beat the Rust Stilettos to prove that you're tough enough to enter the Jagged Nails club. Talk to Kitsune, the singer.

4 THE DOCKS

You'll meet the Dog Spirit, fight the Octopus, find the Mermaid Scales, and catch a boat to Bremerton down at the Docks.

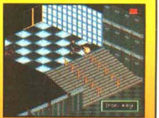






5 MONORAIL STATION & DALEY PLAZA

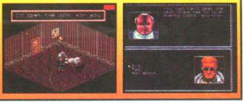
Fight the two Rust Stilettos waiting at the Station to get the Iron Key that opens their hideout.

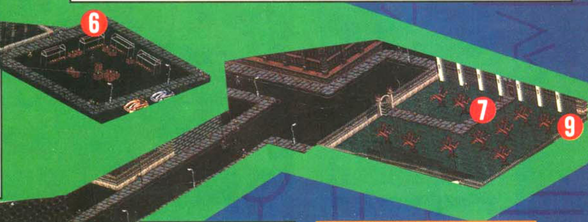


KS, AND BEYOND

6 STREET DOC

Go at once to the Street Doc to have the Cortex Bomb defused. Return later to buy Cyberware, Dermal Armor and Boosted Reflexes.



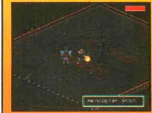


7 DARK BLADE

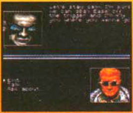
Fight the vampires here to get the Volcano Key Word and learn the Jester Spirit's true name.

8 THE DRAKE BUILDING

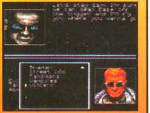
Jack into the computer and alter the program to use the elevator. Save your game as you finish each floor.



On top of the Building is a private Heli-pad.



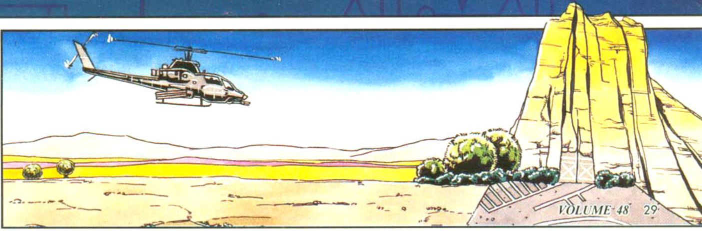
Your weapon persuades the pilot to fly your way.



Tell him that you want to go to the Volcano.

THE BIGGER BATTLES TO COME

The helicopter can take you to Drake Volcano, but from there, you're on your own. If you survive walking down the four fiery floors to Drake's hiding place, you're in for a surprise—and a fierce fight. Use all of the weapons and spells in your power. If you're successful in battle, you'll earn the password to the Aneki Building, where the game's final war will be waged.



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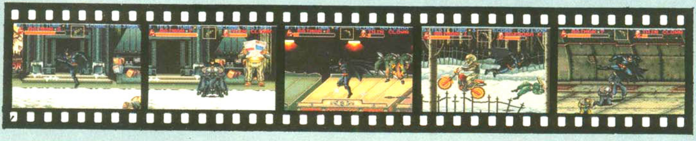
BATMAN™
RETURNS

THE DARK KNIGHT RIDES AGAIN

Striking fear into the very souls of Gotham City's underworld, Batman has returned . . . once again! The Dark Knight has yet to refuse a call for help. Konami released an NES title bearing the same name as this excellent Super NES action game, but there's no need to draw any comparisons between the two. The Super NES version is so much better. The graphics and sound are both tremendous. The action in some of the stages is much like Final Fight. Batman strolls down a three-dimensional street, advancing area by area, until he finds the stage end boss. Other stages are two-dimensional with Batman moving along as the screen scrolls left to right. As an added bonus, there is a stage where you get to drive the Batmobile as the screen scrolls toward you, Top Gear style. Action game fans will appreciate the precise play control.

TAKING CARE OF BUSINESS

Batman's business is crime-fighting, and business is good! When Bruce Wayne dons one of his Bat costumes, he's ready for some serious action. Fur and feathers will fly as Batman gets into some heavy scrapes with Catwoman and The Penguin. Batman has several methods of attack. He can punch, kick and pull off some specialty moves like the Cape Sweep, Flying Attack and Test Tube Toss. The Double Whammy is another special treat Batman uses to put the hurt on two baddies by grabbing both of them and slamming their heads together. It's the best!



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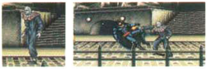
RED TRIANGLE CIRCUS GANG

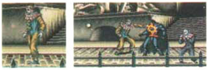
A: THIN CLOWN 1

Fairly wimpy, but, if given too much time to attack, he can and will. Yes, he wears a frilly-collared outfit, but he is no clown boy. Don't turn your back on him for too long.



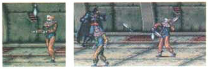
B: THIN CLOWN 2

Faster than a Thin Clown 1, these bozos often quickly enter the playfield with a display of acrobatic cartwheels. Show-offs. It's hard to say whether they're any smarter than a Thin Clown 1.



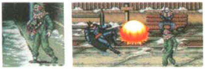
C: THIN CLOWN 3

If given enough time, this goofy pin juggler will toss his unorthodox weapons in Batman's general direction. He's not very accurate. Just be aware that the pins aren't only for show.



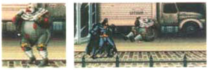
D: THIN CLOWN 4

The smartest Thin Clown, this carnival creep use time bombs against Batman. Either take care of him when he first shows his happy face or wait until his bombs have gone off.



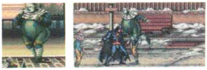
E: FAT CLOWN 1

How about a diet, pal? No? Well then, eat this fist sandwich! These behemoths really know how to toss their weight around. Back off for a moment if they look like they're ready to jump.



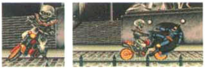
F: FAT CLOWN 2

Belly-bucking, anyone? Fat Clown 2 can move faster than Fat Clown 1. He will jump at Batman and will try to squash the Caped Crusader with his heft. Pound him quickly.



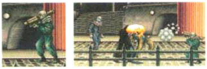
G: BIKER

These clowns have taken to two wheels. Don't let their huge skull helmets scare you, they're easy to beat. Stand just to the side of the motorcycle's path and let 'em have it!



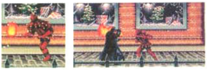
H: BAZOOKA CLOWN

It's very important not to let these hazardous clowns get set to take aim. If at opposite sides of the screen, do not approach them head-on. Move down or up and around to confront them.



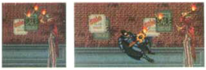
I: FIRE CLOWN

These red devils will shove their fire sticks out and blow flames at Batman. Handle them much like the Bazooka Clowns—approach them only from above or below and don't get burned.



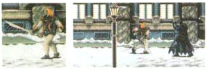
J: TALL CLOWN

The Tall Clown doesn't walk around, but since he's on stilts and is throwing burning sticks, he's very dangerous! Don't move in close. Just jump up and toss a few Batarangs at him.



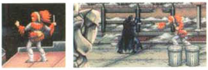
K: SWORD SWALLOWER

Not only can this foe swallow his sword, he can swing it very well, too! Try using the Flying Jump Kick when tangling with this blade runner. Don't get caught standing around!



L: KNIFE THROWER

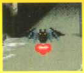
Like the Bazooka Clown, the Knife Tosser also needs some time to get set up for an attack. Batman's approach should be from above or below. The knives can definitely do some damage.



BATMAN HELPERS

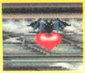
SMALL HEART

Some Hearts are hidden away in containers like trash cans and some are out in plain sight. Nabbing a Small Heart will partially replenish Batman's energy.



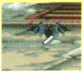
BIG HEART

A rare find. The Big Heart will fully replenish Batmans energy gauge. Like any other Item—don't ever pass up an opportunity to get one. They don't come along often enough.



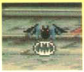
BAT TEST TUBE

When activated, these vials will unleash a powerful explosion that wipes out all enemies on the screen. Press the R or L Button and the X Button to activate and use the chemical.



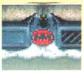
BONUS 500

By getting the bat with the white bat symbol, Batman will earn 500 bonus points. Batman will also find them in containers. He'll run across many while driving the Batmobile, too.



BONUS 1000

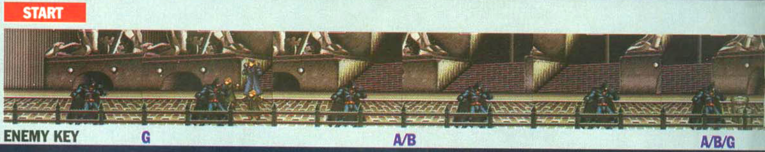
Something of a rarity in Gotham City, the 1000-point bonus Item looks the same as its 500-point counterpart, but instead of white, it's red.

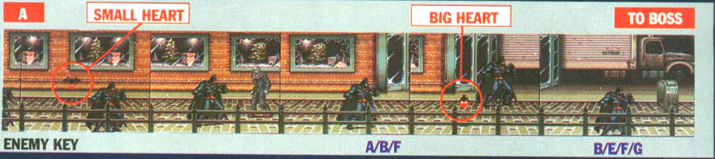


SCENE 1:

AMBUSH IN GOTHAM PLAZA

The Red Triangle Circus Gang has laid a trap for Batman and is harassing shoppers. Little does Batman know, this is only the beginning!

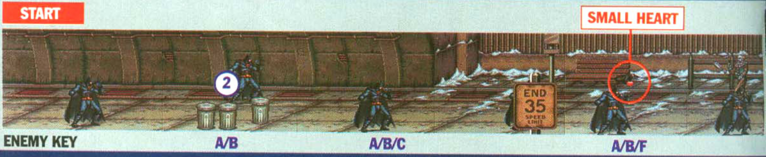

START
ENEMY KEY
G
A/B
A/B/G

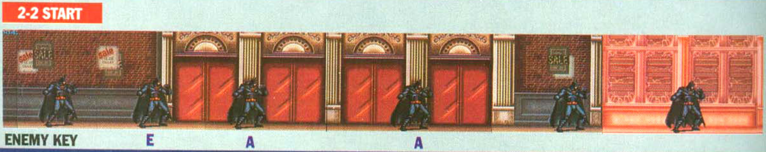

A
SMALL HEART
BIG HEART
TO BOSS
ENEMY KEY
A/B/F
B/E/F/G

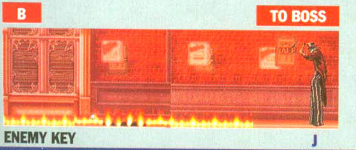
SCENE 2:

BATTLE IN THE STREETS OF GOTHAM CITY

The Gotham City streets are no place for decent citizens. The Red Triangle Circus Gang is still on the loose. Time to tie up loose ends.

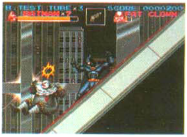

START
SMALL HEART
2
END
35
SPEED LIMIT
ENEMY KEY
A/B
A/B/C
A/B/F


2-2 START
SALE
ENEMY KEY
E
A
A


B
TO BOSS
ENEMY KEY
J

ESCALATOR

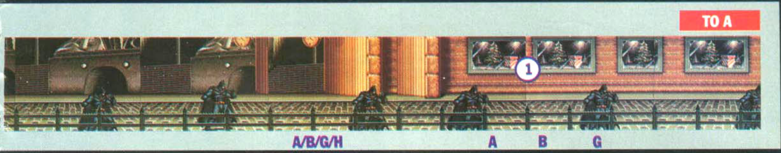
Two Thin Clowns and two Fat Clowns will assault Batman as he makes his way up the escalator. Jump up and fire a Batarang at the Thin Clowns, but duck under the Fat Clowns as they bounce their blubber down the moving stairway. Then turn and fire two Batarangs at them.


B TEST TUBE ×3
SCORE 0000200
BATMAN ×7
FAT CLOWN

ENEMIES

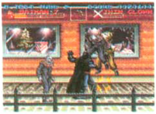
Refer to the Bat Enemies chart and the Enemy Key under the maps to anticipate where certain Red Triangle Circus Gang members will confront the Caped Crusader.

A	THIN CLOWN 1	G	BIKER
B	THIN CLOWN 2	H	BAZOOKA CLOWN
C	THIN CLOWN 3	I	FIRE CLOWN
D	THIN CLOWN 4	J	TALL CLOWN
E	FAT CLOWN 1	K	SWORD SWALLOWER
F	FAT CLOWN 2	L	KNIFE THROWER



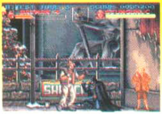
① WINDOW SLAM

There are certain areas in Gotham Plaza where Batman is able to fling the clowns against the buildings. To accomplish this move, grab a clown by the neck (any old clown will do), press Up on the Control Pad and press the Punch Button. Double your gaming pleasure by throwing a clown into a fellow clown or into a window . . . or both!



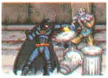
BOSS: STUNGUN CLOWN

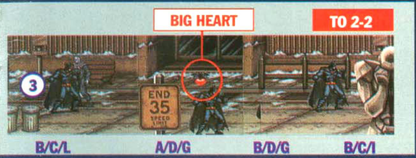
Oh, no! Selina Kyle, Max Schrek's secretary, tried to flee the scene of the ambush at Gotham Plaza, but has found herself trapped at the end of an alleyway and is being held hostage by a deranged Stungun Clown. On top of all of that, she's lost her glasses! In order to rescue her, Batman will have to jump over and duck under the Stungun Clown as he darts past while pelting him continuously with Batarangs.

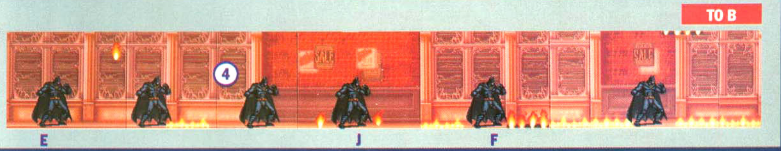


② & ③ TRASH THE CANS

Every time Batman comes across an object like a trash can or a mailbox, he should blast it out of the way. There will usually be a useful Item hidden inside. Bonus points and Hearts are bound to be found here.

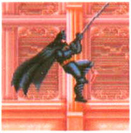






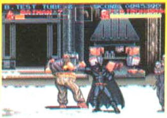
④ SPEAR GUN

Batman has to use his Spear Gun to get through some tricky areas. When there is fire on the floor, the Spear Gun can be shot out by pressing the X Button. The Spear will stick into the ceiling or wall if possible. Press the X Button again to retract the cable and pull Batman along with it. Batman can use the Spear Gun repeatedly while in the air.



BOSS: TATOOED STRONGMAN

Talk about strong! This huge character was once a sideshow freak act, but has now joined the Red Triangle Circus Gang as one of their bosses. One punch from this wrecking machine will send Batman reeling. Use the Cape Sweep to wear down the Strongman. Doing so will reduce Batman's energy level, but it's very difficult to get near the Strongman at first. After you've worn him down a bit, use some Flying Jump Kicks to take him out of commission.

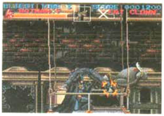


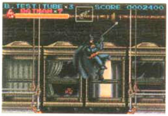
SCENE 3: ON THE PROWL

Rumor has it that the Ice Princess was kidnapped and is being held on top of this building. Batman soon discovers that it's no rumor!

3-1: GOING UP!

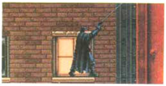
As Batman rides up the side of the building on the window washers' scaffolding, an array of Red Triangle Circus Gang Clowns will break through the windows and will bail out onto the scaffolding to try to knock Batman off. To avoid getting knocked off, stand in the middle of the platform and move to one side or the other when you see which window they are coming from. Use the Spear Gun to move from one platform to the next.

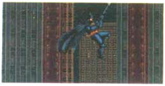


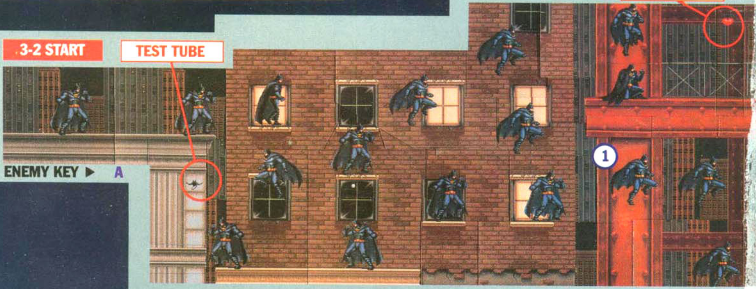


① USE THE SPEAR GUN

One of Batman's coolest toys, the Spear Gun, enables him to grapple along ceilings and ledges. It also allows him to pick up Items that would be impossible to reach without it. The Spear Gun doesn't do the picking up, but it allows Batman to swing out to where the Item is located. There are areas where the Spear Gun must be used in rapid succession because there is no floor.





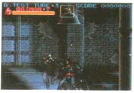


SCENE 4: THE PENGUIN'S TRAP

Lured into a darkened building by The Penguin, Batman will have his hands full again. The Red Triangle Circus Gang is not defeated yet!

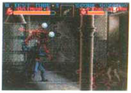
② WATCH FOR SHADOWS

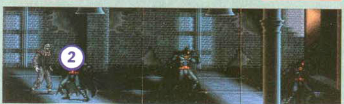
A multitude of Thin and Fat Clowns in the first half of Scene 4 will drop down from the ceiling. Batman should be able to spot the shadow of an enemy about a second before he drops down. Don't stand on the shadow. Stand just to the side of it and punch like crazy.

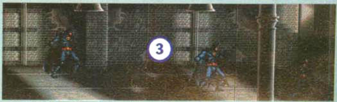


③ SLAMMING FUN

The brick wall in the background provides Batman with an opportunity to inflict serious damage upon the Red Triangle Circus Gang Clowns. As before, if Batman walks up to an enemy, he will grab them by the neck. Press Up and the Punch Button to toss the clown into the wall.

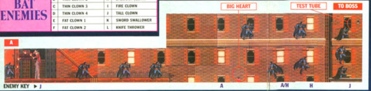


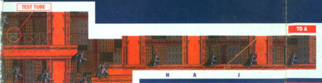




BAT ENEMIES

A	THIN CLOWN 1	G	BIKER
B	THIN CLOWN 2	H	BAZOOKA CLOWN
C	THIN CLOWN 3	I	FIRE CLOWN
D	THIN CLOWN 4	J	TALL CLOWN
E	FAT CLOWN 1	K	SWORD SWALLOWER
F	FAT CLOWN 2	L	KNIFE THROWER





BOSS: CATWOMAN

Catwoman is waiting for Batman on the roof of the building. With whip in hand, she's a ferociously dangerous feline. Use the Cape Sweep when she moves in close. Chuck the Batarangs to knock her off balance and then use a Flying Jump Kick to inflict some damage. Just move out of the way when she flashes across the screen in a blur.

BOSS DOUBLE TROUBLE

Oh, great! To get to the end of Scene 4, Batman will have to tangle with Catwoman again and now he also has to take on The Penguin. Use the same technique on Catwoman as you used before. You'll have to attack The Penguin with Batarangs. It's very important to be patient when fighting The Penguin. Jump over the blasts from his umbrella bombs. Jump up and nail him with as many Batarangs as possible when he flies by.

SCENE 5:

TO THE BATMOBILE!

Racing along at a speed that is hard to imagine, Batman and the Batmobile are out to put a stop to the Red Triangle Circus Gang.

5-1: BIKER FIENDS

Along the way into Gotham City, a cast of what seems like a thousand Bikers will try to run the Batmobile off of the road or, better yet, blow it up. Using the Batmobile's forward firing disc weapon, Batman should have a field day unmounting the Bikers from their mechanical steeds. Most Bikers approach from the rear, but there will be "waves" of Bikers approaching head on. Don't try to shoot the missiles that the Bikers fire at you. Just avoid them. This is easier said than done, considering the speed you're moving at. A Controller with slow motion helps tremendously.

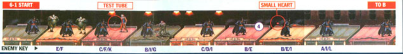
BOSS CAMPAIN VEHICLE

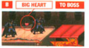
It's not difficult to blow up the Campain Vehicle. The most important thing to remember is: the Campain Vehicle fights back! There are a couple of Thin Clowns hanging onto the sides of the Campain Vehicle. They will toss out sticks of dynamite and fire off missiles as a deterrent to the Batmobile's onslaught. Steer wide of the dynamite and missile blasts. Avoid shooting the Bikers as they zip around the sides of the Campain Vehicle. They're not worth the effort. Concentrate your fire on the main target.

SCENE 6:

CIRCUS TRAIN

The sinister plot behind The Penguin's mayoral quest has been uncovered, but he's got another evil plan up his feathered sleeve.





④ RAILWAY HAZARDS

Batman will have to have ultra-quick reflexes to avoid the steel bars that the Circus Train passes under. The Train moves rather swiftly and the obstacles come up very quickly. If Batman is in the midst of smashing some heads, he's likely to not be in a good position to jump over the bars and one of them may take him down. He's bound to suffer a few hits. That's alright, the bars don't take away too much energy. It's not as bad as getting punched by one of the Clowns.

BOSS: THE ORGAN GRINDER

When the Circus Train comes to a stop, Batman is forced to deal with more Thin Clowns and a deranged Organ Grinder. He's actually not an organ grinder, he just uses the organ as a weapon. It's quite a weapon, though! He can wield it like an axe or open fire by grinding the handle. One hit from it will cause a staggering loss to Batman's energy level. The Organ Grinder makes his silly monkey watch from the sidelines. It would have been cool if the monkey attacked also.

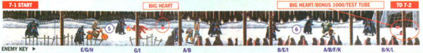
SCENE 7:

THE PENGUIN'S LAIR

"Welcome to my lair, Batman!" This will be Mr. Cobblepot's last stand. This stage is short, but the enemies are very strong.

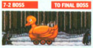
⑥ PENGUIN MISSILES

The penguins who line the walkway up to The Penguin's lair are carrying missiles on their backs. As Batman approaches, the missiles will launch and will come crashing down upon the path. You'll be able to see shadows as the missiles fall. Get out of the way, Batman!



⑤ TEST TUBE USE

If Batman is running low on energy and is surrounded by a pack of Clowns, it may not be a bad idea to use one of his powerful Test Tubes. Since they will destroy every enemy on the screen, he'll be able to get out of some very scary situations. Press and hold the L or R Button and then press the X Button to use a Test Tube. It's like a smart bomb.



BOSS: DUCK VEHICLE

Quack! The Penguin and a couple of his feathered pals are cruising around in a giant Duck Vehicle and they're loaded for bear . . . uh, Bat. Throw as many Batarangs as possible at the front of the Duck Vehicle. When the Duck moves up and away from the wheels, jump up and through to the other side of the Vehicle. Put up your guard by pressing the R or L Buttons to shun the missile blasts. Continue to pelt the Duck and move from one side to the other.

FINAL BOSS: THE PENGUIN

At last! The root of all the problems in Gotham City, Cobblepot! The Penguin has several methods of attack. He can shoot bullets and a blast of fire from his umbrella. He can also throw umbrella bombs. Or, he can just crash into the Caped Crusader. If you have enough energy use several Cape Sweeps to reduce The Penguin's energy level. Flying Attacks seem to work quite well against the dastardly Penguin, also. Move in from the side to grab him and throw him to the ground.

BUBSY™
In: CLAWS ENCOUNTERS of the FURRED KIND
COMING SOON
TO YOUR SUPER NES FROM ACCOLADE
NINTENDO POWER

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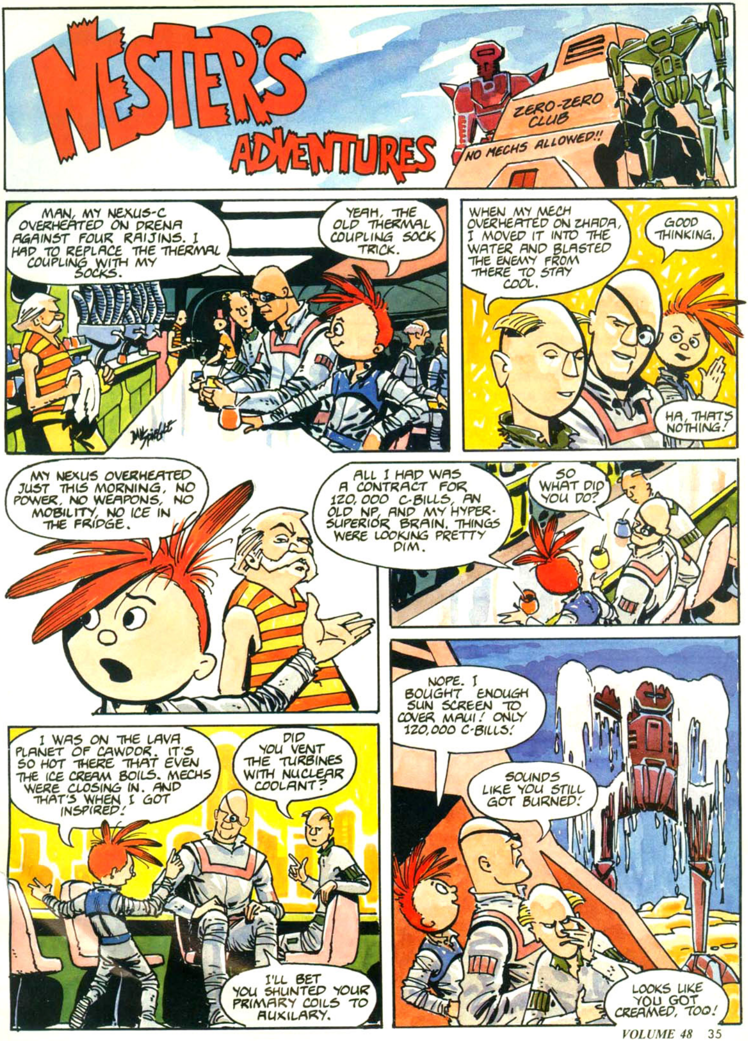
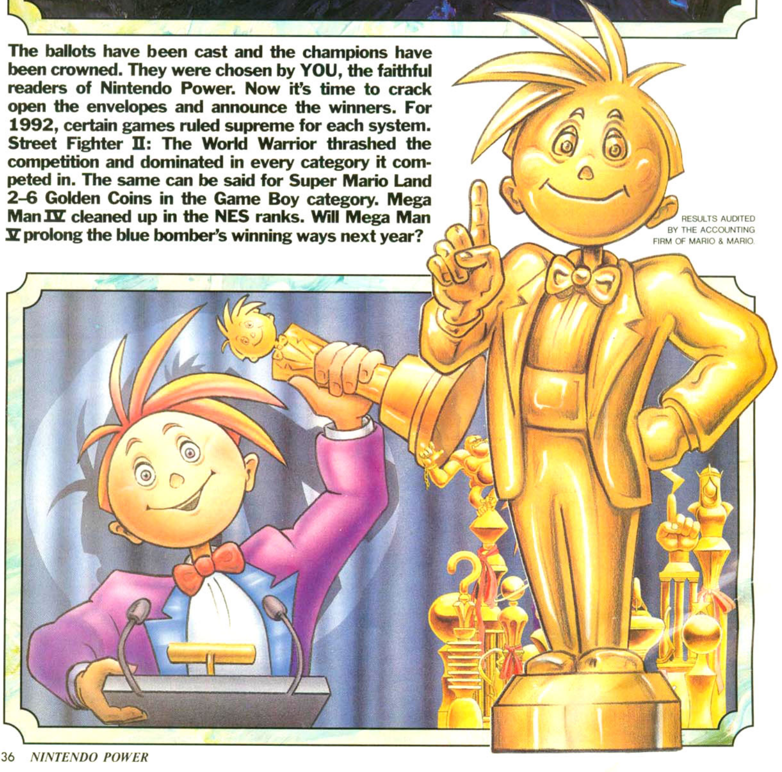

NESTER'S ADVENTURES
ZERO-ZERO CLUB
NO MECHS ALLOWED!!
MAN, MY NEXUS-C OVERHEATED ON DRENA AGAINST FOUR RAIJINS. I HAD TO REPLACE THE THERMAL COUPLING WITH MY SOCKS.
YEAH, THE OLD THERMAL COUPLING SOCK TRICK.
WHEN MY MECH OVERHEATED ON ZHADA, I MOVED IT INTO THE WATER AND BLASTED THE ENEMY FROM THERE TO STAY COOL.
GOOD THINKING.
HA, THAT'S NOTHING!
MY NEXUS OVERHEATED JUST THIS MORNING. NO POWER, NO WEAPONS, NO MOBILITY, NO ICE IN THE FRIDGE.
ALL I HAD WAS A CONTRACT FOR 120,000 C-BILLS, AN OLD NP, AND MY HYPER-SUPERIOR BRAIN. THINGS WERE LOOKING PRETTY DIM.
SO WHAT DID YOU DO?
I WAS ON THE LAVA PLANET OF CAWDOR. IT'S SO HOT THERE THAT EVEN THE ICE CREAM BOILS. MECHS WERE CLOSING IN. AND THAT'S WHEN I GOT INSPIRED!
DID YOU VENT THE TURBINES WITH NUCLEAR COOLANT?
I'LL BET YOU SHUNTED YOUR PRIMARY COILS TO AUXILARY.
NOPE. I BOUGHT ENOUGH SUN SCREEN TO COVER MAUI! ONLY 120,000 C-BILLS!
SOUNDS LIKE YOU STILL GOT BURNED!
LOOKS LIKE YOU GOT CREAMED, TOO!

NINTENDO POWER AWARDS '92 THE NESTERS

The ballots have been cast and the champions have been crowned. They were chosen by YOU, the faithful readers of Nintendo Power. Now it's time to crack open the envelopes and announce the winners. For 1992, certain games ruled supreme for each system. Street Fighter II: The World Warrior thrashed the competition and dominated in every category it competed in. The same can be said for Super Mario Land 2–6 Golden Coins in the Game Boy category. Mega Man IV cleaned up in the NES ranks. Will Mega Man V prolong the blue bomber's winning ways next year?



RESULTS AUDITED
BY THE ACCOUNTING
FIRM OF MARIO & MARIO.

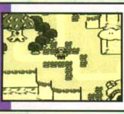
For Graphics and Sound

Great character animation, superior backgrounds and maps, and a cool soundtrack are the elements that boosted the winners in each system category to victory. All first enjoyed a landslide victory.

SUPER NES

1st The Legend of Zelda: A Link to the Past
2nd Super Star Wars
3rd Road Runner's Death Valley Rally

GAME BOY



1st Super Mario Land 2 6 Golden Coins
2nd Mega Man II
3rd Looney Tunes

NES

1st Mega Man IV
2nd TMNT III: The Manhattan Project
3rd Darkwing Duck

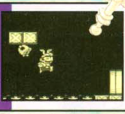
For Theme and Fun

The Theme & Fun winners for each system all enjoyed fairly easy wins, but the games that placed second were all extremely worthy competitors. It's very hard to argue with the outcome in this category.

SUPER NES

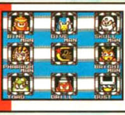
1st Street Fighter II: The World Warrior
2nd The Legend of Zelda: A Link to the Past
3rd Mario Paint

GAME BOY



1st Super Mario Land 2 6 Golden Coins
2nd Kirby's Dream Land
3rd Looney Tunes

NES

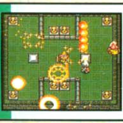


1st Mega Man IV
2nd TMNT III: The Manhattan Project
3rd Spider-Man: Return of the Sinister Six

For Challenge

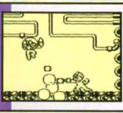
The balance between action and role-playing games on the final ballots in this category was fairly equal. The same can be said for the winners. All of these games are worthy of winning the Nester.

SUPER NES



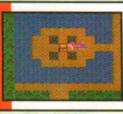
1st The Legend of Zelda: A Link to the Past
2nd Super Star Wars
3rd Super Smash T.V.

GAME BOY



1st Mega Man II
2nd Ultima: The Runes of Virtue
3rd Double Dragon

NES



1st Dragon Warrior IV
2nd Mega Man IV
3rd Prince of Persia

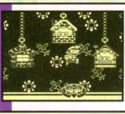
For Play Control

The runners-up in the Play Control category all get a big "thumbs up," but the Nester Award winners have really defined what awesome play control is. All games should aspire to their example.

SUPER NES

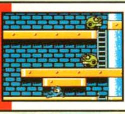
1st Street Fighter II: The World Warrior
2nd Super Mario Kart
3rd TMNT IV: Turtles In Time

GAME BOY



1st Super Mario Land 2 6 Golden Coins
2nd Kirby's Dream Land
3rd Mega Man II

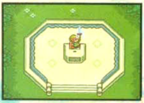
NES



1st Mega Man IV
2nd TMNT III: The Manhattan Project
3rd Darkwing Duck

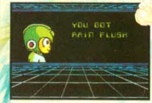
For Best Hero

They are the doers of good deeds. The seekers of justice. The unflappable stalwarts of video game systems everywhere. There are many heroes, but these are the chosen few who are the best of the best.



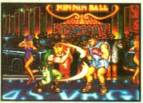
1st Link

Fresh from his defeat of Agahnim, and Ganon, Link proved to be the ultimate video game hero of 1992. Congratulations, young man!



2nd Mega Man

A steady performer over the past few years, the blue-blooded blue bomber bagged a solid second place finish. Rock on, Rock Man!

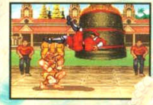


3rd Guile

Our Volume 38 cover boy, Guile, barely squeaked out the third place finish over his Street Fighter II rival, Chun Li. *Sonic Boom!*

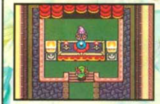
For Best (Worst?) Villain

Always an eagerly-anticipated category with the Nintendo Power editors, the best Villain honors go to the most despicable, knock down, drag out, beat ya up 'side the head character in the business.



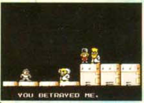
1st M. Bison

Capcom's ultimate Master of Disaster rules supreme in the Best Villain category, as well as in Street Fighter II. An easy victory!



2nd Agahnim

Agahnim appears to have made a lasting impression on the throngs of Zelda fans. After all, Link had to defeat the menace twice!

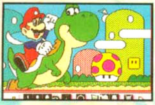


3rd Dr. Wily

It was neck-and-neck for a while, but the Doc finally out-gunned Wario to take the third most-hated spot in this coveted category.

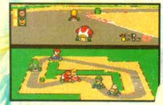
For Most Innovative

What does it take to be innovative? Being different is part of the formula, but it's not everything. An innovative video game must push the gaming "envelope" and must also provide great gaming appeal.



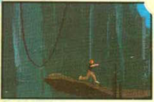
1st Mario Paint

It's not necessarily a "game," but Mario Paint is the first program to use the Super NES Mouse accessory. Creativity is the key!



2nd Super Mario Kart

A unique playing perspective and truly superb programming are what gives this exciting racing game its innovative qualities.

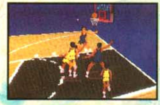


3rd Out Of This World

Very cool graphics are employed in this spectacle from the folks at Interplay. Apparently, many players felt that they were quite innovative.

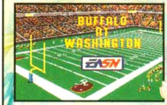
For Best Super NES Sports Game

Fast action and precise play control are two of the most important qualities a Sports game can have. The winners have that . . . and a whole lot more! Three great sports are represented by the winners!



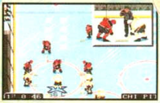
1st NCAA Basketball

The players crashed the boards and voted the game that features the collegiate hoop circuit as the best Sports game of '92!



2nd J. Madden Football

Big John's second Electronic Arts gridiron battle proved to be much bigger than the first and managed to snag second place here.



3rd NHLPA Hockey '93

Electronic Arts shoots . . . and scores again! Their icy-hot hockey title skated into a third place finish with the greatest of ease.

For Best Overall Super NES

1st Street Fighter II: The World Warrior

In our "The Year In Review" article in Volume 44, we dubbed this game to be the top Super NES title of 1992. Make no bones about it, this game rules! It has every quality a great game should have.

2nd The Legend of Zelda A Link to the Past

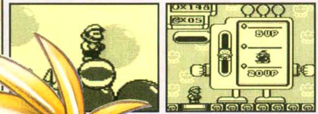
Link's biggest adventure rated high on everyone's list, but failed to fend off Street Fighter II's crushing blow.

3rd Super Mario Kart

Here's a game that everyone can enjoy. Its third place finish tells us that many of you enjoy dropping banana peels.

For Best Overall Game Boy

1st Super Mario Land 2 6 Golden Coins



Mario's second Game Boy adventure is a huge success. Game Boy's first 4-meg game totally destroyed the competition. The other games couldn't touch it.

2nd Mega Man II

Mega Man grabbed the second place finish with only a slight margin over Kirby.

3rd Kirby's Dream Land

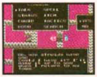
Kirby gave Mega Man a run for his money. Third place is nothing to spit at.

For Best Overall NES

1st Mega Man IV

The NES is where Mega Man really shines. His fourth (but not his final) assault on Dr. Wily proved to be a huge hit with truckloads of voters in 1992. We have to wonder if Mega Man V will rule in 1993.

2nd Dragon Warrior IV



When an RPG shows up in the Best Overall category, you know it's a good one. Enix's RPG's frustrate and fascinate game players of all ages. The series is continuing, too!

3rd TMNT III: The Manhattan Project

A solid third place finisher, the Turtles are still popular with the pizza-partying set. What will the future hold for the fabulous foursome? Only time and Konami will tell.

Replicas of myself for the winners! Ah, stardom. You know, I think I'm starting to enjoy this job. Thanks for voting!

POWER PLAYERS

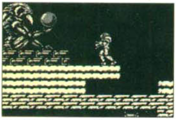
Keep those photos coming in! We've had a great response to the Power Player's Challenge. Check out the high scores on the opposite page. If you can beat them, then you better send us your photo. We have included a few new Challenges for you this month. When you best the Game Counselors' scores grab your camera and snap a shot. Be sure to include your system in the photo!

STAR FOX

SHIELD
YEAH - LET'S GO!!

CHALLENGE: What is the highest score you can get in your fight against the Emperor?
Level 3 has an extra stage to score on.

METROID II: RETURN OF SAMUS



CHALLENGE: Can you finish the game in 2.5 hours or less?
Try to get the best ending!

DR. MARIO

DrMARIO
TOP
SCORE
LEVEL 10
SPEED MED
VIRUS 40

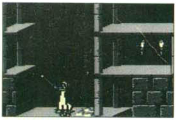
CHALLENGE: Can you beat Level 24?
Getting to Level 24 is tough enough, but you have to be really good to beat it!

BATTLE CLASH

PLAYER
ENEMY
ARTEMIS

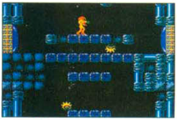
CHALLENGE: How fast can you finish the Low Level Time Trial?
Don't forget to use your special weapons.

PRINCE OF PERSIA



CHALLENGE: How much time do you have left when you finish the game?
Find the quickest route to the end!

METROID

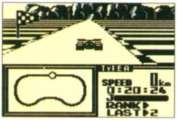


CHALLENGE: Can you finish the game in under 45 minute.
If you do, you will see the best ending of the game.

SUPER SCOPE 6

CHALLENGE: What is the best score you can get on the Mole Patrol game?
Start on the Low Level to get a higher score.

F-1 RACE



CHALLENGE: What is your best lap time on the Australia Track (Course 1)?
You can go faster when you race the Time Trial.

BATTLETOADS

CHALLENGE: How high a score you can get in this hot action game?
The Dark Queen's minions block your path. Bash them!

Let the challenges begin!

SUPER MARIO KART

Best Time on Mario Circuit 1 Time Trial.

Raymond Day **Belleville, MI**	**1:04:24**
Bryan Ashcraft Seattle, WA	1:04:59
Brian Young Concord, CN	1:05:10
Mike Mueller Dickinson, ND	1:05:80
John Mak Alameda, CA	1:06:23
Ryan Jones Richland Center, WI	1:07:21
Jonathan Elsdon Bakersfield, CA	1:07:31
Kevin Cooper Ferndale, MI	1:07:74
Glenn Ibarra San Francisco, CA	1:07:81
Joshua Danziger Teaneck, NJ	1:08:30
Jeffrey Smith Newport News, VA	1:08:55
Brandon Sutler Yorktown, VA	1:08:64
Carlos J. Gonzalez Brooklyn, NY	1:08:70

THE LEGEND OF ZELDA: A LINK TO THE PAST

Finished the game with the fewest number of lives.

Triple Zero Club!

Alfred J. Butler Sun Valley, NV	000
Tommy Russel Bethpage, NY	000
David Kalbfleisch Louisville, KY	000
Ian McLaughlin Newark, DE	000

STAR FOX

Score to beat!

Derek McClinton **Game Play Counselor**	**66,500**

BATTLE CLASH

Time to beat on Time Trial.

Michael Bush **Game Play Counselor**	**2:41:95**

TMNT IV: TURTLES IN TIME

Quickest times to finish.

Chris Buggert **Tacoma, WA**	**22:15**
John Street Millington, TN	22:21
Zack & Dan Ford San Carlos, CA	25:14
Spike & Brad Therriew Brooklyn Park, MN	25:27
Matt Leake Grandview, MO	26:25
Paul Huebener Vancouver, BC	26:29
Tyler Robertson New Castle, IN	28:11
Ameht Dominguez Miami, FL	28:12
Oliver Bade III Black River Falls, WI	28:29

SUPER SCOPE 6

Score to beat on Mole Patrol.

Patrick Taylor **Game Play Counselor**	**551,578**

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and take your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure that the system is included in your photo. Nintendo is not responsible for lost or late mail. Scores printed are determined by the Nintendo Power staff. All decisions are final.

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

CLASSIFIED INFORMATION

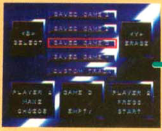
NINTENDO POWER
TOP SECRET

Radical Psycho Machine RACING

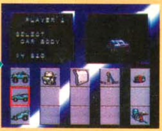
From Agent #585

Easy Money

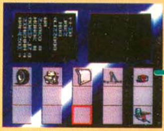
The only way to advance levels in R.P.M. Racing is by paying for the advancement. Earning the money can be tricky when you are also trying to modify your vehicle. Agent #585 has discovered a way to start the game with 45 million dollars, making level advancements easy. To enter the code, first choose an empty file and press the B Button to go to the Shop Screen. Choose any of the three cars and press the B Button again. Move the red selection box to the bottom center square, then enter the following code on Controller I: B, Left, B, Left, B, Right, B, Right, B, B, B, Left, B, B, B, Right, B, Right, B, B. If you enter the code correctly, the red selection box should be one square to the right of the bottom center, and you will have 45 million dollars to spend as you like.



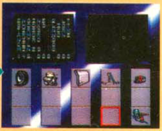
Select and empty file and press the B Button to enter the Shop Screen.



Pick any vehicle you like, then press the B Button a second time.



Place the red selection box on the bottom center square before you enter the code.



Press B, Left, B, Left, B, Right, B, Right, B, B, B, Left, B, B, B, Right, B, Right, B, B.

STAR FOX

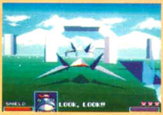
From Agent #355

Secret Twin Blasters

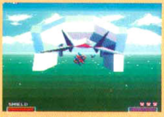
Some of the handiest Power-Ups you can find are the Twin Blasters. When you pick a set of these up, you'll get two shots instead of one, giving you twice the blasting power. The Twin Blasters are not easy to find because they are hidden in areas where you may not normally fly your Arwing. Here are a couple of the Twin Blasters that can be found early in the game. Get them for an extra blast of power.

Stage 1 - All 3 Levels

At the beginning of the game you may have noticed several archways along the ground. If you successfully fly through all of the archways, the Twin Blasters will appear inside the largest archway. If you get the Twin Blasters Power-Up, you will have it until you lose your Arwing.



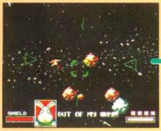
Fly through all of the archways in Stage 1 and the Twin Blasters will appear.



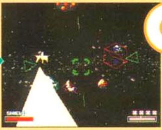
Fly through the largest gateway to get the Power-Up. Double firing blasters can't be beat!

Stage 2 - Level 1

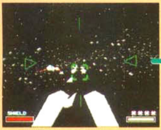
When you enter the Asteroid Belt there is another set of Twin Blasters that you can find. Before you reach the gray Supply Rings halfway through the stage, look for three gold asteroids that are in a tight triangle formation. Fly your Arwing through the center of the triangle and the Twin Blasters will appear on the other side. If you still have the Twin Blasters from the first stage, you will receive the photon Twin Blasters, a truly formidable weapon.



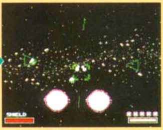
Look for the triangle of gold asteroids halfway through the Asteroid Belt on Level 1.



Fly through the middle of the asteroids and the Twin Blasters will appear on the other side.



The double firing ability of the Twin Blasters is great . . . .

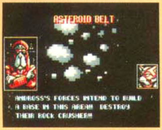


. . . . but getting both Power-Ups is even better. Check out the Photon Shot!

Secret Warp

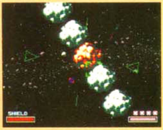
When Star Fox hit the stores, our agents were all over it. Agent #355 has found the exact location of the entrance to the awesome Black Hole. The Black Hole works as a warp to three other areas of the game, so it is well worth finding. The entrance can only be found in Stage 2 of Level 1, the Asteroid Belt. Before you reach the midpoint Supply Rings, you will see three asteroid bars. Each bar is made up of four gray asteroids with a gold asteroid in the center. To find the warp, you must first destroy all three asteroid bars. When you destroy them, wait until you are as close as possible, then shoot the center asteroid. If you are close enough to the asteroids when you destroy them, a gray laughing asteroid will appear in front of you. Shoot the asteroid and it will reveal the entrance to the Awesome Black Hole.

The inside of the Black Hole is a space graveyard, full of enemy ships and Power-Ups. There are three exits to the Black Hole that look like gray midpoint Supply Rings. The first exit will take you to Stage 4 - Level 2, the second exit will take you to Stage 4 - Level 3, and the third exit will take you to Stage 4 - Level 1.

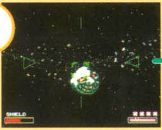


ANDROSS'S FORCES INTEND TO BUILD A BASE IN THIS AREA!! DESTROY THEIR ROCK CRUSHER!!

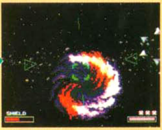
Find the entrance to the Black Hole in Stage 2 - Level 1, The Asteroid Belt.



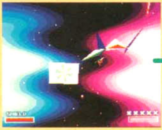
Shoot the center of all three asteroid bars when you are as close to them as possible.



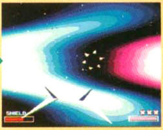
After you destroy the asteroid bars, a laughing asteroid will appear in front of you.



Shoot the asteroid to reveal the entrance to the Black Hole.



This space graveyard is full of floating enemy ships and Power-Ups.



Fly through the Supply Rings to warp to Stage 4 in Levels 1, 2, or 3.

SUPER BUSTER BROS.™

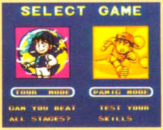
FROM AGENT #113

Stage Select

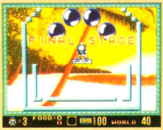
With the Stage Select code you can start playing on any stage of the Tour Mode in Super Buster Brothers. When you begin a new game, press the Start Button to go to the Game Select screen. Press the L Button, R Button, R Button, L Button, Up, and Down. Two digits should appear in the center of the screen. Press Up or Down on Controller I to change the digits to the stage you want to start on then press the Start Button. Choose the difficulty level and press Start again to begin playing. This code will work with any of the four difficulty levels.

On Game Select Screen:

L, R, R, L, Up, Down



Go to the Game Select screen and press L, R, R, L, Up, Down on Controller I.



Choose any of the 40 worlds on each of the four difficulty levels.

CLASSIFIED INFORMATION

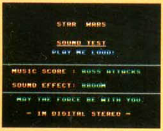
SUPER STAR WARS

■ FROM AGENT #802

Secret Sound Test

Super Star Wars, by JVC, has a special Sound Test that you can access anytime during the game. While you are playing the game, hold down the A, B, X, and Y Buttons, then press Start. The Sound Test screen will automatically appear. You can choose between the Music Score and the Sound Effects by pressing Up or Down on your Control pad. Select the sound you want to listen to by pressing Left or Right on your Control pad, then press the A Button.

Enter the Sound Test code anytime when you are playing the game.



STAR WARS

SOUND TEST

PLAY ME LOUD!

MUSIC SCORE : BOSS ATTACKS

SOUND EFFECT: BBOOM

MAY THE FORCE BE WITH YOU.

- IN DIGITAL STEREO -

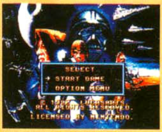
You can listen to the Music Score or the Sound Effects of the game.

Extra Continues

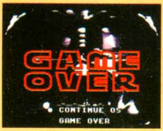
Each time that you enter the Sound Test code a different message will appear at the top of the screen. When you enter it for the fifth time, the message is a code for five continues. To get the extra continues press X, B, B, A, Y on the title screen when the Start Game message appears. You will receive five continues instead of three when you start the game. You cannot enter this code with any other codes.

On Title Screen:

Press X, B, B, A, Y



Enter the code on the title screen when the Start Game message appears.



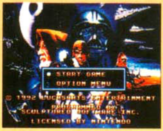
You will get five continues when you start the game, rather than three.

Light Saber

If you continue to bring up the Sound Test for a sixth time, the message at the top of the screen will be a code that will give you unlimited use of the Light Saber. This can be a great help during the Dune Sea Stage where you can't normally use it. To enter the code, press Y, Y, X, X, A, B, X, A, then Start on the Title Screen when the Start Game message appears. When you begin the game, you will be able to switch between the Light Saber and the Blaster at any time by pressing the A Button. You can't use this code with any other code.

On Title Screen:

Y, Y, X, X, A, B, X, A



Enter the code on the Title Screen when the Start Game message appears.

You will have unlimited use of the powerful Light Saber. Just press A to switch weapons.

SPACE FOOTBALL One on One

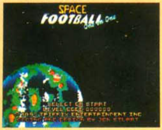
■ FROM AGENT #733

Expert Level

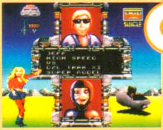
On Option Screen: Hold

L, R, ←, ↓, Press Select

With three skill levels, it will take a good game player quite a while to master the Solo Mode of Space Football. Our agents have discovered a way to reach a fourth skill level that is even tougher to beat, which adds to the challenge. To enter the code, press the Select Button while you are on the Title Screen, and go to the Option Screen. Hold Down and Left on the Control pad as well as the L and R Buttons. While holding these buttons, press the Select Button and the car should change to gray. On the Expert Level, the computer opponent is both faster and smarter than before.



Press the Select Button on the Title Screen to go to the Option Screen.



When the car turns gray, the code is in effect. The Expert Levels are tough!

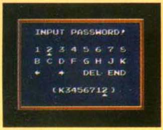
BOMBER MAN II

■ FROM AGENT #621

Sound Room

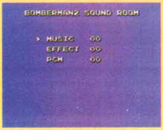
You can enter the Sound Room by using the special password that Agent #621 sent in. When you begin the game, select the Continue option and press Start. Enter the password K 3 4 5 6 7 1 2, and you will automatically go to the Sound Room. You can choose between the music, sound effects and percussion by pressing Up or Down on Controller I. Press the A Button to select the sounds, and the Start Button to hear them. After playing with all the different sounds, you will have to press Reset to continue playing.

PASSWORD: K 3 4 5 6 7 1 2



INPUT PASSWORD!
1 2 3 4 5 6 7 8
B C D F G H J K
← → DEL END
(K3456712)

To enter the Sound Room use the special password on the Continue Screen.



BOMBERMAN2 SOUND ROOM
▸ MUSIC 00
EFFECT 00
PCM 00

You can change the music, sound effects, or percussion sounds.

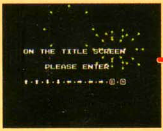
Kid Klown

■ FROM AGENT #226

Expert Level

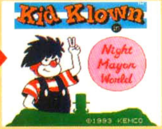
After finishing Kid Klown for the first time, a code appears at the end of the credits. If you enter this code, you can play the game on the Expert Level. To enter the code, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start on Controller I when you are on the Title Screen. In the Expert Level the stages are the same as before, only all of the enemies move much faster. It may take a little work to finish the tougher version of the game. Kemco seems to have borrowed a chapter from the Konami code book.

On Title Screen: ↑ ,↑ ,↓ ,↓ , ← ,→ ,← ,→ ,B,A, Start



ON THE TITLE SCREEN
PLEASE ENTER
↑·↑·↓·↓·←·→·←·→·B·A

After you finish the game the first time, you will get the code for the Expert Level.



Enter the code on the Title Screen to play on the Expert Level.

KIDS 02
CHIPS 01
LIFE

All of the stages look the same as before, but the enemies move much faster.

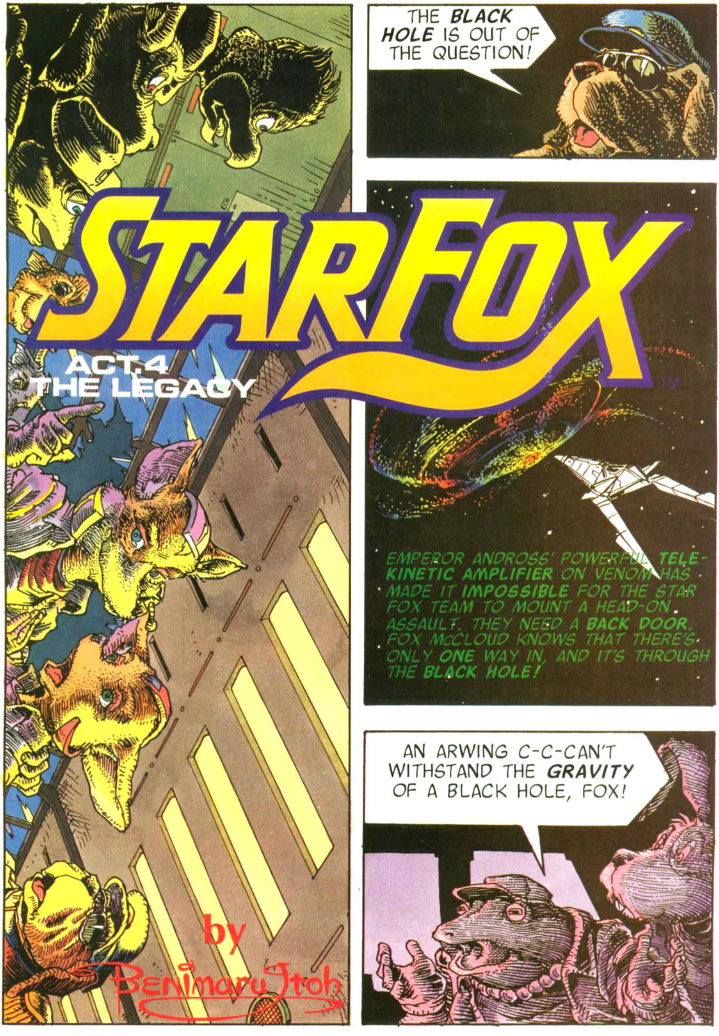
KIDS 02
CHIPS 07
LIFE

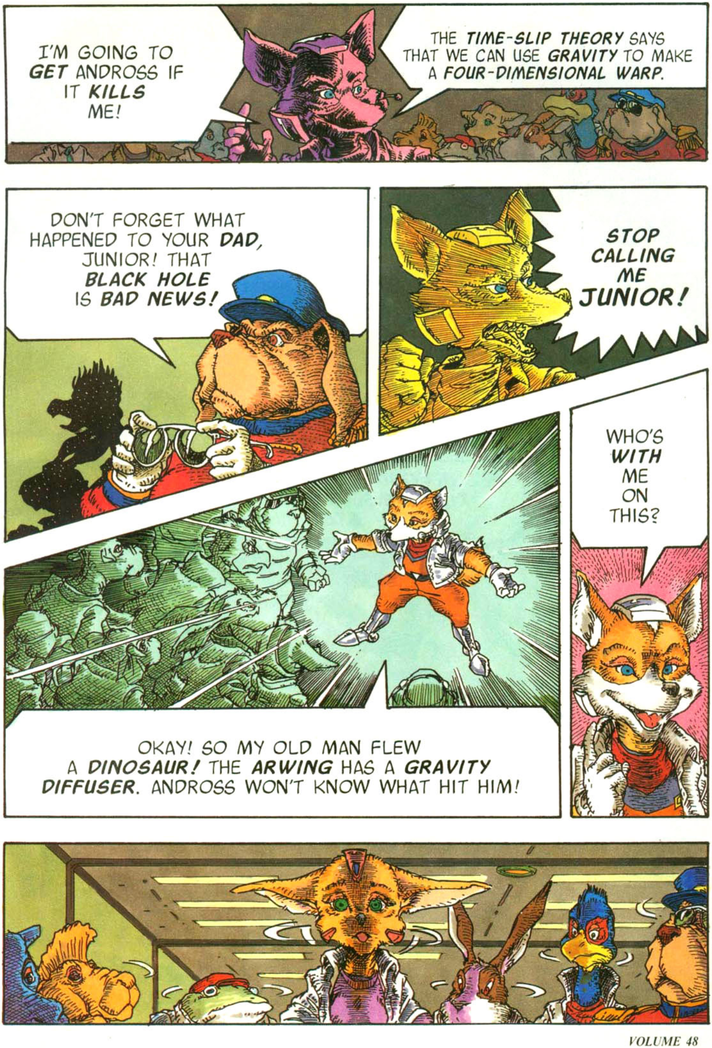
It may take practice to beat the bosses when they move this fast!

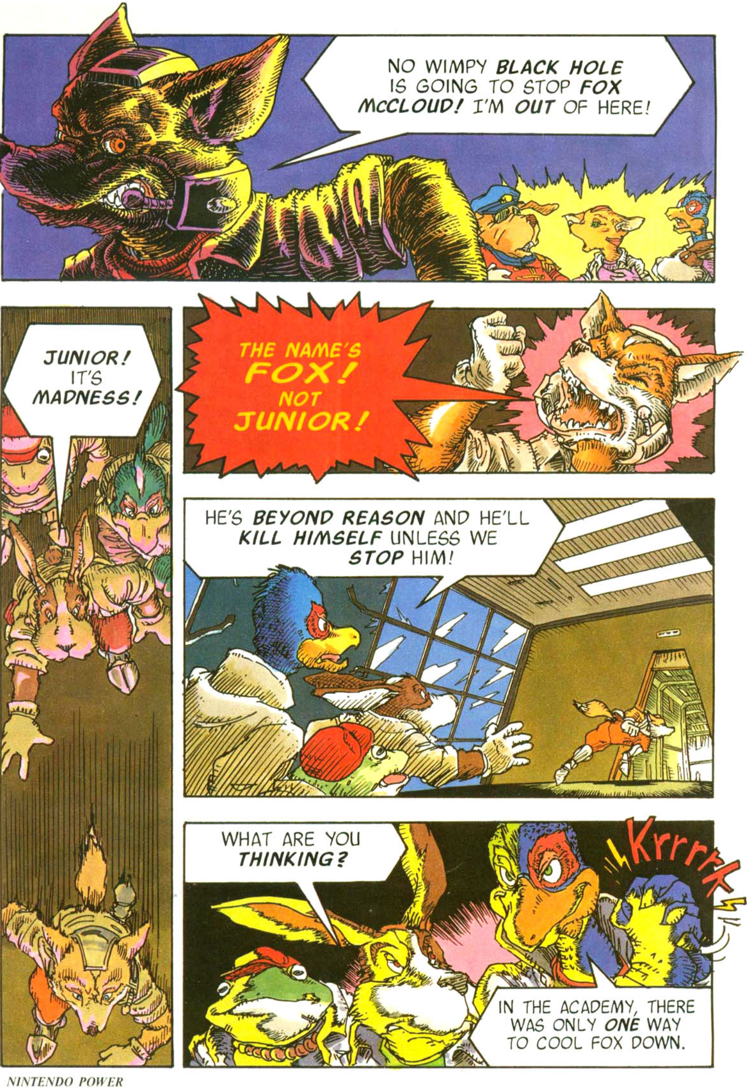
WANTED: SPECIAL AGENTS

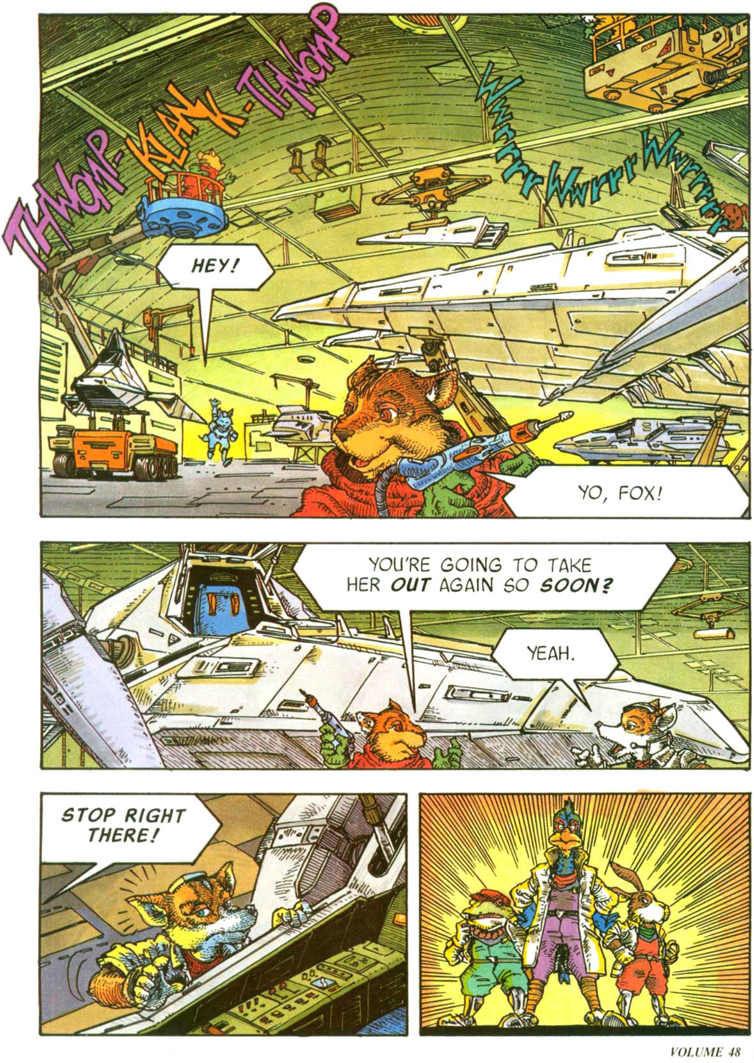
A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own agent Number (3 digits) and be sure to include it with your codes.

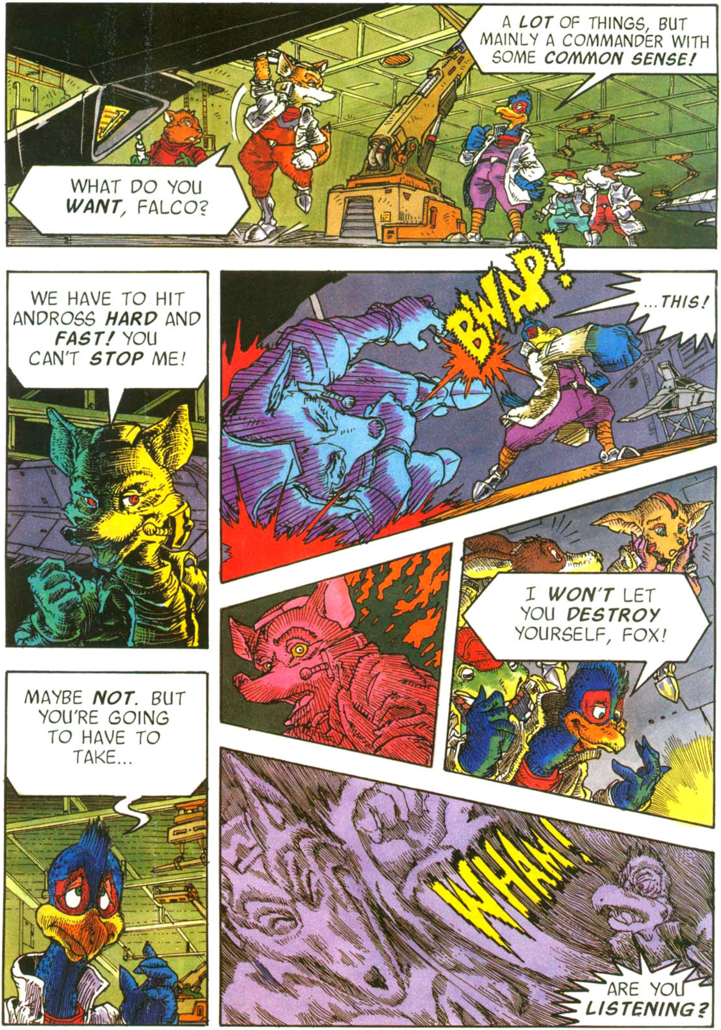
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

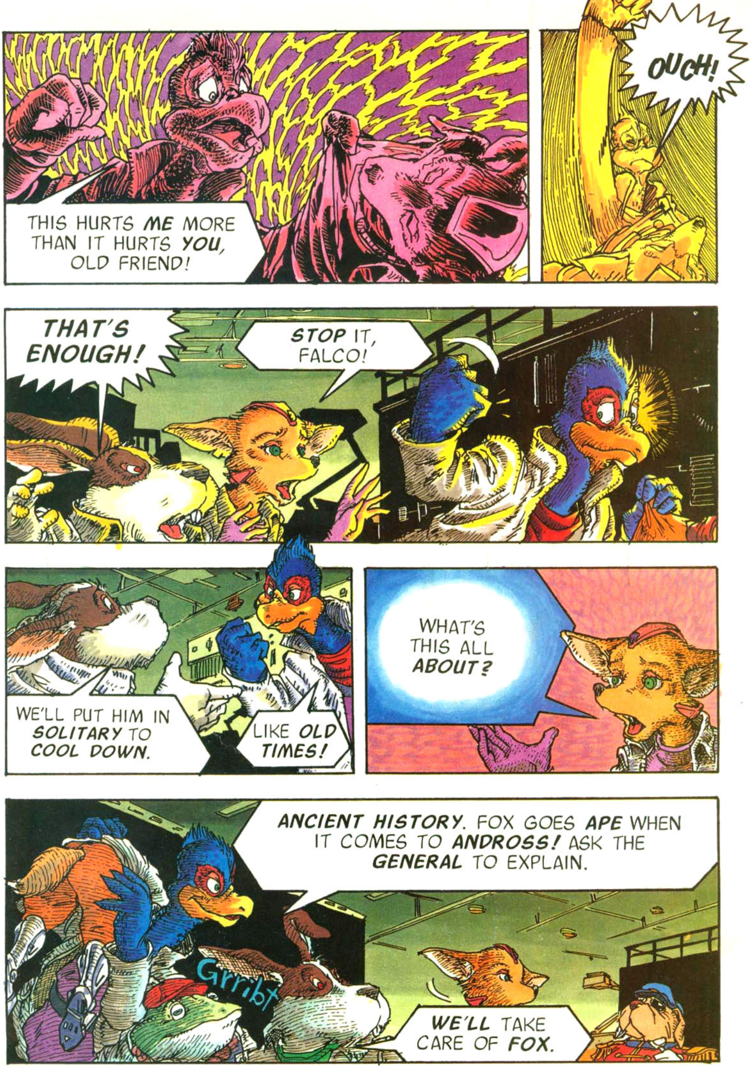

STARFOX
ACT.4
THE LEGACY
by
Benimaru Itoh
THE BLACK HOLE IS OUT OF THE QUESTION!
EMPEROR ANDROSS' POWERFUL TELEKINETIC AMPLIFIER ON VENOM HAS MADE IT IMPOSSIBLE FOR THE STAR FOX TEAM TO MOUNT A HEAD-ON ASSAULT. THEY NEED A BACK DOOR. FOX McCLOUD KNOWS THAT THERE'S ONLY ONE WAY IN, AND IT'S THROUGH THE BLACK HOLE!
AN ARWING C-C-CAN'T WITHSTAND THE GRAVITY OF A BLACK HOLE, FOX!

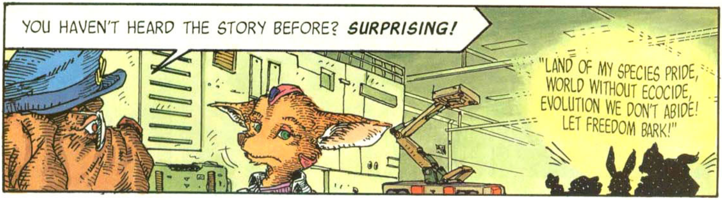

I'M GOING TO **GET** ANDROSS IF IT **KILLS** ME!
THE ***TIME-SLIP THEORY*** SAYS THAT WE CAN USE ***GRAVITY*** TO MAKE A ***FOUR-DIMENSIONAL WARP.***
DON'T FORGET WHAT HAPPENED TO YOUR ***DAD,*** JUNIOR! THAT ***BLACK HOLE*** IS ***BAD NEWS!***
STOP CALLING ME JUNIOR!
WHO'S ***WITH*** ME ON THIS?
OKAY! SO MY OLD MAN FLEW A ***DINOSAUR!*** THE ***ARWING*** HAS A ***GRAVITY DIFFUSER.*** ANDROSS WON'T KNOW WHAT HIT HIM!


NO WIMPY BLACK HOLE IS GOING TO STOP FOX McCLOUD! I'M OUT OF HERE!
JUNIOR! IT'S MADNESS!
THE NAME'S FOX! NOT JUNIOR!
HE'S BEYOND REASON AND HE'LL KILL HIMSELF UNLESS WE STOP HIM!
WHAT ARE YOU THINKING?
Krrrrk
IN THE ACADEMY, THERE WAS ONLY ONE WAY TO COOL FOX DOWN.

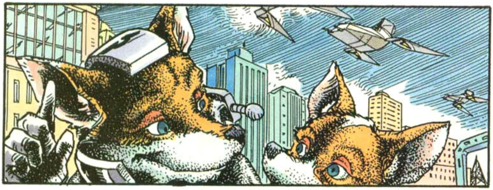

THWOMP-KLANK-THWOMP
Wwrrrr Wwrrrr Wwrrrrr
HEY!
YO, FOX!
YOU'RE GOING TO TAKE HER *OUT* AGAIN SO *SOON?*
YEAH.
STOP RIGHT THERE!


WHAT DO YOU *WANT*, FALCO?
A *LOT* OF THINGS, BUT MAINLY A COMMANDER WITH SOME *COMMON SENSE!*
WE HAVE TO HIT ANDROSS *HARD* AND *FAST!* YOU CAN'T *STOP* ME!
MAYBE *NOT*. BUT YOU'RE GOING TO HAVE TO TAKE...
BWAP!
...THIS!
I *WON'T* LET YOU *DESTROY* YOURSELF, FOX!
WHAM!
ARE YOU *LISTENING?*


THIS HURTS ME MORE THAN IT HURTS YOU, OLD FRIEND!
OUCH!
THAT'S ENOUGH!
STOP IT, FALCO!
WE'LL PUT HIM IN SOLITARY TO COOL DOWN.
LIKE OLD TIMES!
WHAT'S THIS ALL ABOUT?
ANCIENT HISTORY. FOX GOES APE WHEN IT COMES TO ANDROSS! ASK THE GENERAL TO EXPLAIN.
Grribt
WE'LL TAKE CARE OF FOX.

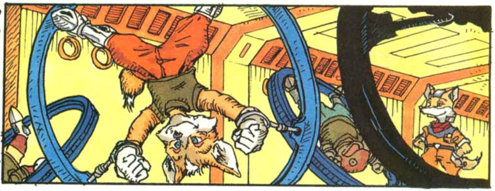

YOU HAVEN'T HEARD THE STORY BEFORE? SURPRISING!
"LAND OF MY SPECIES PRIDE, WORLD WITHOUT ECOCIDE, EVOLUTION WE DON'T ABIDE! LET FREEDOM BARK!"

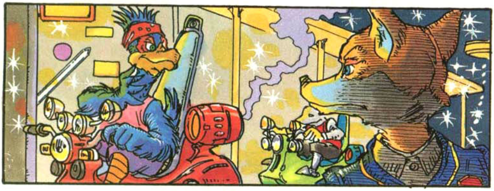
THE LEGACY



FOX McCLOUD SR. WAS THE ***FINEST PILOT*** ON ***CORNERIA!*** AFTER FOX JR. WAS BORN, HIS MOTHER TRAGICALLY ***DIED***. FOX SR. HOPED THAT HIS SON WOULD ***FOLLOW*** IN HIS PAW PRINTS.

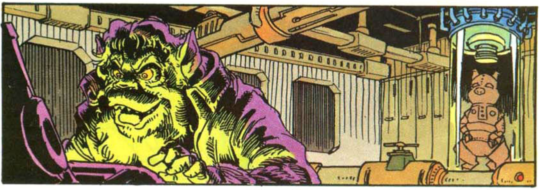
JUNIOR WAS AT THE ***TOP*** OF HIS CLASS. HE COULD FLY ***CIRCLES*** AROUND A ***FLEA***, ENDURE ***DAYS*** OF ***GRAVITY TRAINING***, RECITE THE CORNERIAN CONSTITUTION ***BACKWARDS*** AND ***BELCH*** ON ***COMMAND***. FOX SR. WAS JUSTLY PROUD.

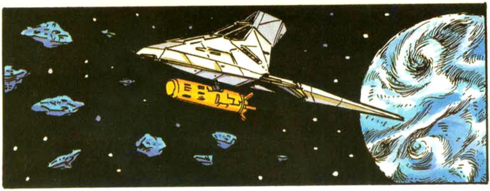




THEN FOX MET A ROWDY KID WITH ENOUGH ***STREET SAVVY*** TO FILL AN ***ENCYCLOPEDIA***. FALCO WANTED TO ***FLY*** AND FOX SHOWED HIM THE ***WAY***. HE CLEANED UP HIS ***ACT***, ENTERED THE ACADEMY, AND ***EARNED HIS WINGS!***

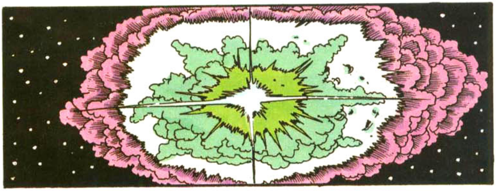
IN THOSE DAYS, ANDROSS WAS A ***SCIENTIST***, HEAD OF THE ACADEMY. HE WAS ***BRILLIANT*** BUT ***UNSTABLE***, BUILDING ***HYPERLIGHT DRIVES*** AND ***POLO PIGS***, ***ANTIGRAV MACHINES*** AND ***ANDROIDS***.

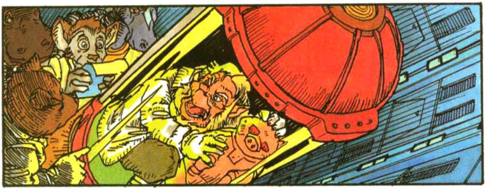




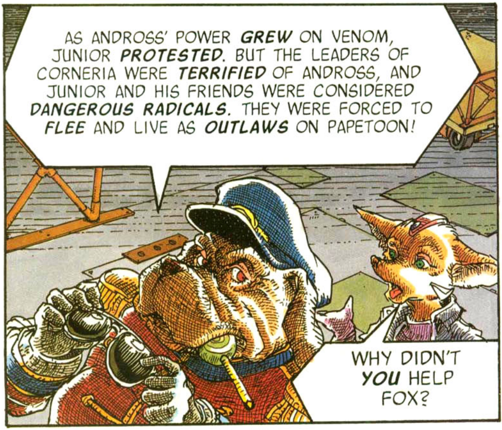
WHEN ANDROSS DEVELOPED THE ***GRAVITY BOMB,*** FOX SR. VOLUNTEERED TO DELIVER IT TO THE ***ASTEROID BELT*** FOR TESTING. HE WENT OUT ***ALONE,*** NOT KNOWING THE ***RISKS*** THAT ANDROSS HAD BUILT INTO THE BOMB.

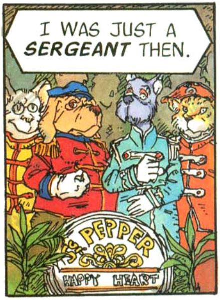
AT CRITICAL VELOCITY, THE BOMB ***DETONATED*** ACCORDING TO ANDROSS' DESIGN. ***FOX SR.,*** HIS ***SHIP*** AND HALF THE ***ASTEROID BELT*** WERE SUCKED INTO A NEWLY-COLLAPSED ***BLACK HOLE!***

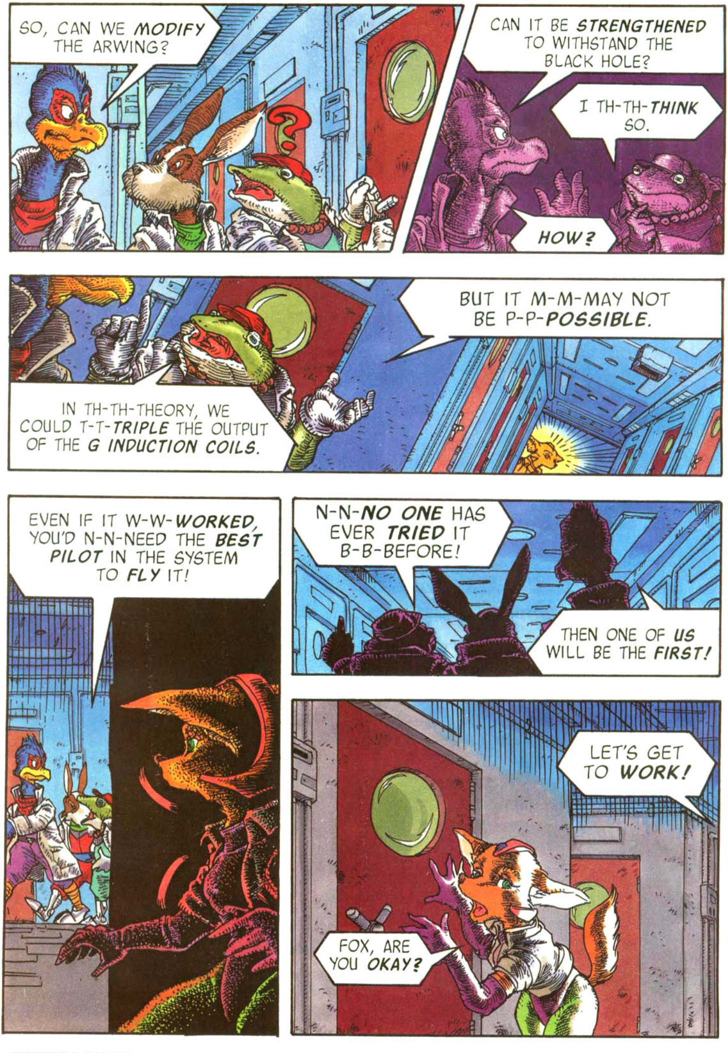


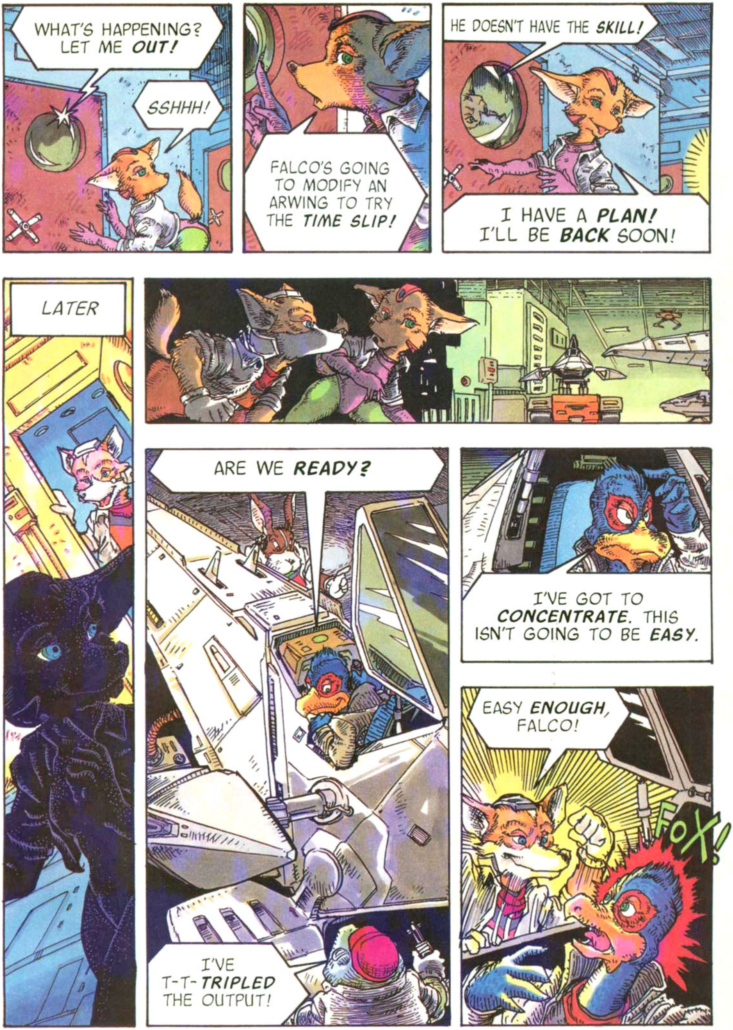


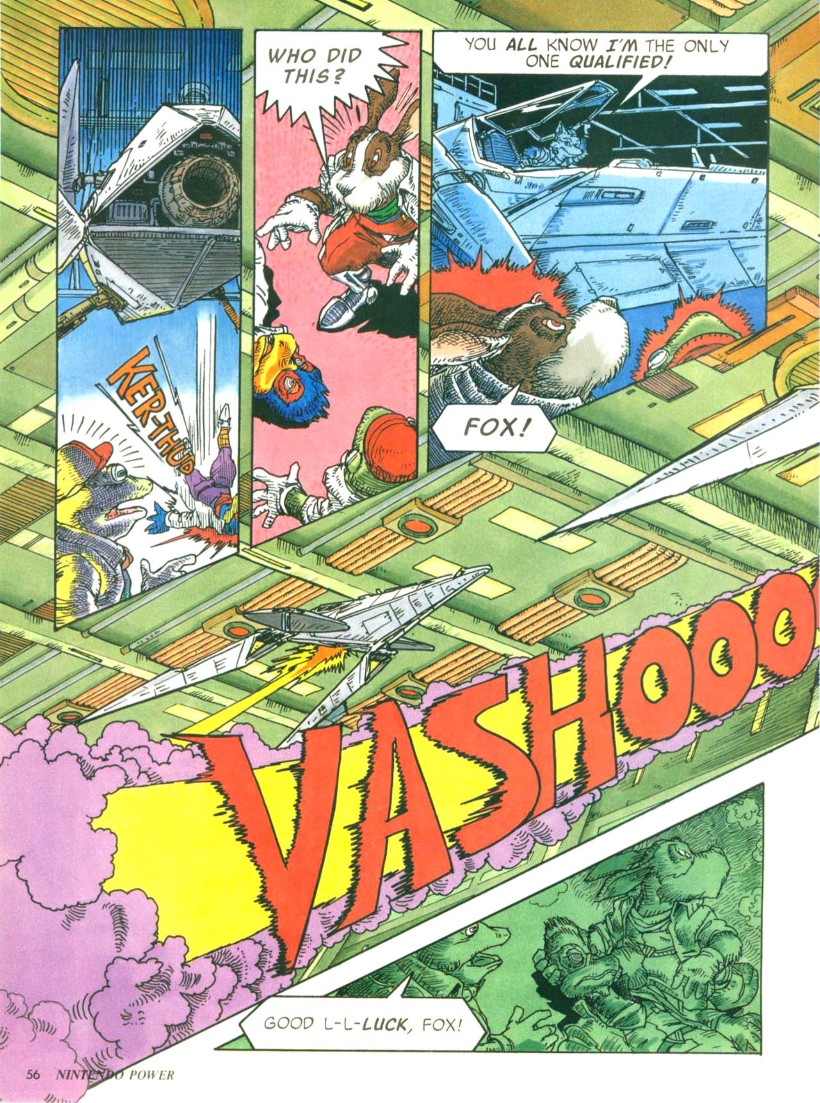
ANDROSS WAS A ***MAD APE!*** HE WAS ***EXILED*** TO THE ENDS OF THE UNIVERSE, BUT HE MANAGED TO ***RETURN*** TO THE LYLAT SYSTEM AND BUILD A POWER BASE ON ***VENOM*** WITH A FEARSOME ARMY OF ***LIZARD TROOPS!***

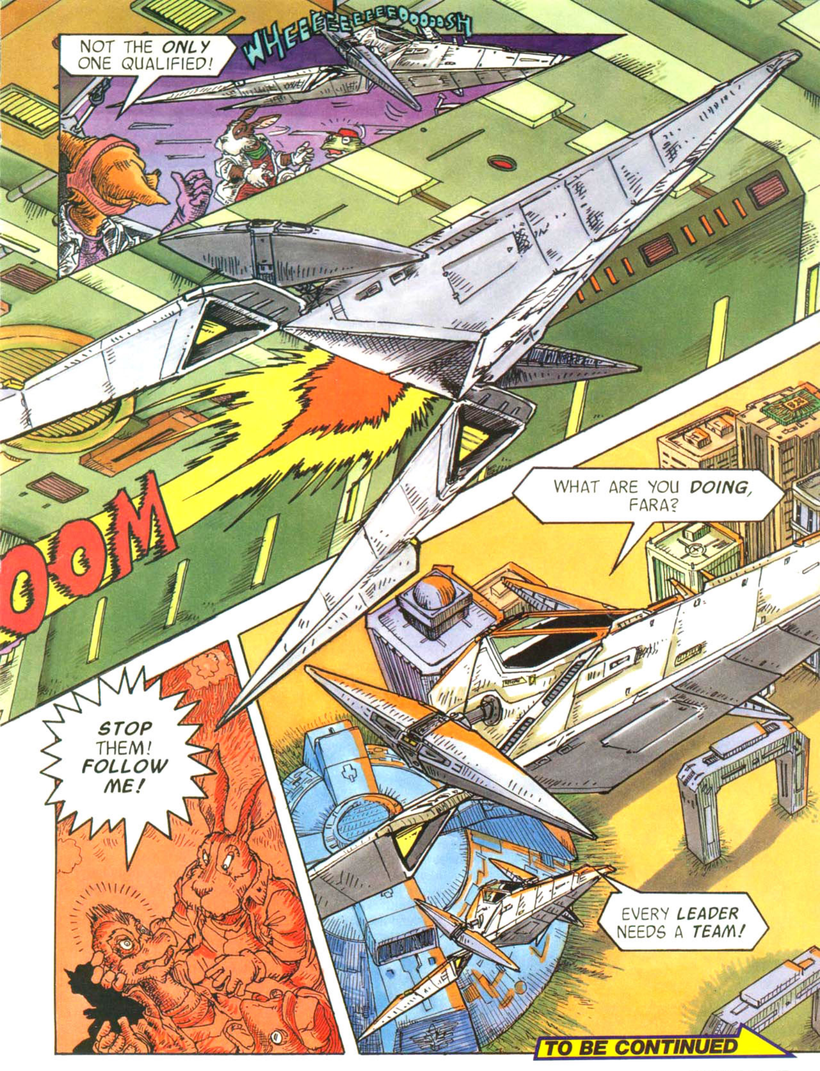

AS ANDROSS' POWER GREW ON VENOM, JUNIOR PROTESTED. BUT THE LEADERS OF CORNERIA WERE TERRIFIED OF ANDROSS, AND JUNIOR AND HIS FRIENDS WERE CONSIDERED DANGEROUS RADICALS. THEY WERE FORCED TO FLEE AND LIVE AS OUTLAWS ON PAPETOON!
WHY DIDN'T YOU HELP FOX?


I WAS JUST A SERGEANT THEN.
SGT. PEPPER
HAPPY HEART

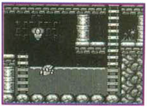

SO, CAN WE MODIFY THE ARWING?
CAN IT BE STRENGTHENED TO WITHSTAND THE BLACK HOLE?
I TH-TH-THINK SO.
HOW?
BUT IT M-M-MAY NOT BE P-P-POSSIBLE.
IN TH-TH-THEORY, WE COULD T-T-TRIPLE THE OUTPUT OF THE G INDUCTION COILS.
EVEN IF IT W-W-WORKED, YOU'D N-N-NEED THE BEST PILOT IN THE SYSTEM TO FLY IT!
N-N-NO ONE HAS EVER TRIED IT B-B-BEFORE!
THEN ONE OF US WILL BE THE FIRST!
LET'S GET TO WORK!
FOX, ARE YOU OKAY?


WHAT'S HAPPENING? LET ME OUT!
SSHHH!
FALCO'S GOING TO MODIFY AN ARWING TO TRY THE TIME SLIP!
HE DOESN'T HAVE THE SKILL!
I HAVE A PLAN! I'LL BE BACK SOON!
LATER
ARE WE READY?
I'VE T-T-TRIPLED THE OUTPUT!
I'VE GOT TO CONCENTRATE. THIS ISN'T GOING TO BE EASY.
EASY ENOUGH, FALCO!
FOX!


KER-THUD
WHO DID THIS?
YOU ALL KNOW I'M THE ONLY ONE QUALIFIED!
FOX!
VASHOOO
GOOD L-L-LUCK, FOX!


NOT THE *ONLY* ONE QUALIFIED!
WHEEEEEEEEEOOOOOSH
OOM
WHAT ARE YOU *DOING*, FARA?
STOP THEM! *FOLLOW ME!*
EVERY *LEADER* NEEDS A *TEAM!*
TO BE CONTINUED

THE LEGEND OF ZELDA® LINK'S AWAKENING™



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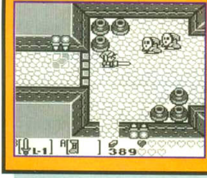
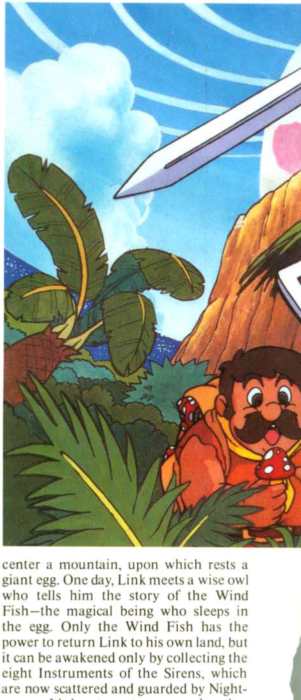
ADVENTURE NEVER SLEEPS!

This summer, Nintendo's greatest hero will return for a new adventure and his first quest on Game Boy. The four megabit, battery-backed Link's Awakening promises to be the most complex Game Boy Pak in history. At the writing of this preview, many elements of the game were still in development and they may vary slightly from the finished Game Pak. But everything included in this preview came straight from the EAD design group at Nintendo.



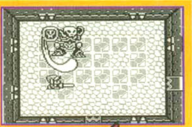


ONCE UPON A DREAM . . .

A great storm sweeps down upon Link's ship during the young hero's return voyage from a journey of self-discovery! The ship is lost, but somehow Link survives. Unconscious, he washes up on a tropical shore where he is discovered by Marin, who nurses him back to health. Like a place out of dreams, the island has at its center a mountain, upon which rests a giant egg. One day, Link meets a wise owl who tells him the story of the Wind Fish—the magical being who sleeps in the egg. Only the Wind Fish has the power to return Link to his own land, but it can be awakened only by collecting the eight Instruments of the Sirens, which are now scattered and guarded by Nightmares. Link sets out at once, hunting down the Nightmares in their perilous caves. It is here that he learns the awful truth, for the island of Koholint and everyone on it exists only in the dream of the Wind Fish. What then will happen if Link awakens the sleeping giant?

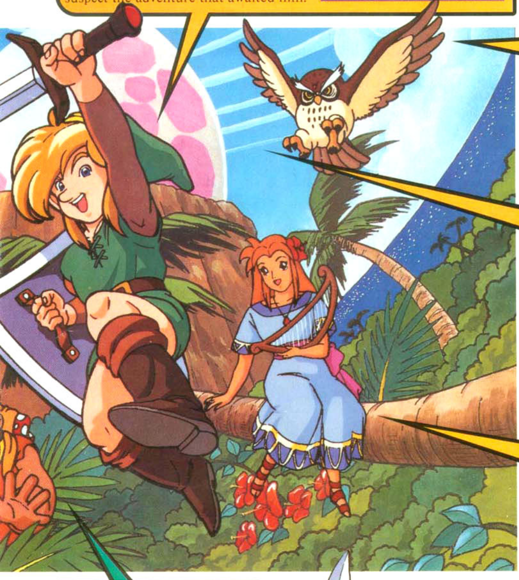
LINK

After overthrowing Ganon in The Legend Of Zelda: A Link To The Past, Link was the greatest hero of Hyrule. Still, he was young and he knew that he had much to learn if he was to keep the kingdom safe. So he set out on a training mission across the sea, but little did he suspect the adventure that awaited him.



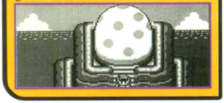
THE OWL

A wise and ancient bird followed Link about the island of Koholint, telling tales of the Wind Fish, the Nightmares, and the music of the Sirens. But what is the owl's purpose?



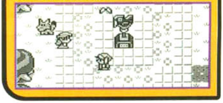
THE EGG

It is said that the island is but a dream of the magical Wind Fish who sleeps in the egg. The Song of Awakening is Link's only hope of escape, but it is also his greatest fear.



MARIN

Marin discovered Link and saved him, but she does not wish to stay on Koholint. She longs for the outer world, and she knows of a song that may wake the Wind Fish.

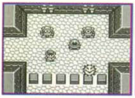


TARIN

Tarin is Marin's father, a kind man who loves mushrooms. Although not a wizard, Tarin bumblingly transforms himself during one of his mushroom hunts.

BEYOND HYRULE

Link's Awakening delivers big adventure on the small screen. In fact, it is twice the size of any previous Game Boy title. Sophisticated graphics are reminiscent of A Link To The Past, but many enemies and the music originated with the first Legend Of Zelda. There are enough dungeons and overworld areas to keep you busy for weeks.

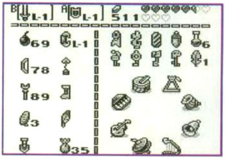


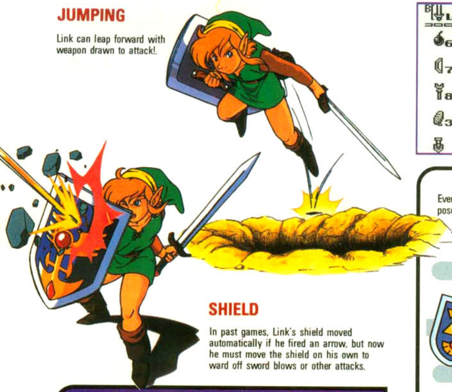
LINK IN ACTION

Link brings even more moves with him than he had in A Link To The Past. The two biggest innovations are the abilities to jump and move his shield. Link must now position his shield to block attacks, and he can push enemies around. He can also jump and attack at the same time.

ITEMS

Many of the items in Link's Awakening, like the Hookshot and Magic Powder, will be familiar to veterans of A Link To The Past. But you must also master a new set of Items, including a magical Acorn, a Wand and Magical Keys. Link can use any two Items at once.





JUMPING

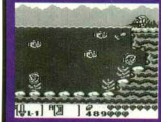
Link can leap forward with weapon drawn to attack!.

SHIELD

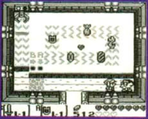
In past games, Link's shield moved automatically if he fired an arrow, but now he must move the shield on his own to ward off sword blows or other attacks.

GAMES WITHIN THE GAME

Link's Awakening is filled with mysteries, puzzles and even little bonus games within the game. In one, Link tries his hand at fishing, while in another he fishes for treasure using a crane to pick up items.



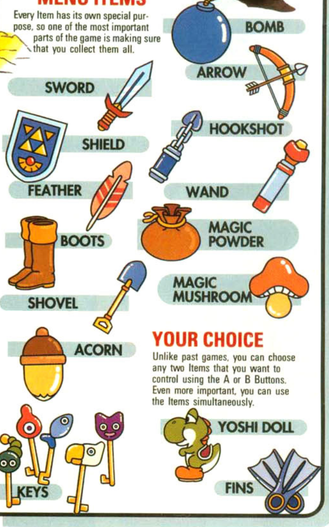
Link goes fishing for riches in this side view bonus game.



The crane game looks simple but takes skill and patience.

MENU ITEMS

Every Item has its own special purpose, so one of the most important parts of the game is making sure that you collect them all.

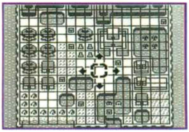


YOUR CHOICE

Unlike past games, you can choose any two Items that you want to control using the A or B Buttons. Even more important, you can use the Items simultaneously.

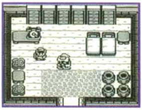
LINK'S JOURNEY

Link has set himself the task of increasing his knowledge and skill, but to accomplish that he has had to leave Hyrule. On the island of Koholint, he will find much to remind him of home, and yet much is new. The island can be viewed using maps like the one shown at right and by exploring every corner inside dungeons, buildings and the Overworld.

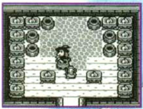


ISLANDERS

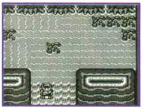
Link must deal with many people and creatures on his quest to escape from the dream of the Wind Fish. There is a grandfather with great knowledge who communicates with Link via phone, a grandmother, identical quadruplets and a lady who has lost her dog to Moblins.



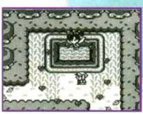
The grandfather knows much about the island and he is happy to share it with Link.



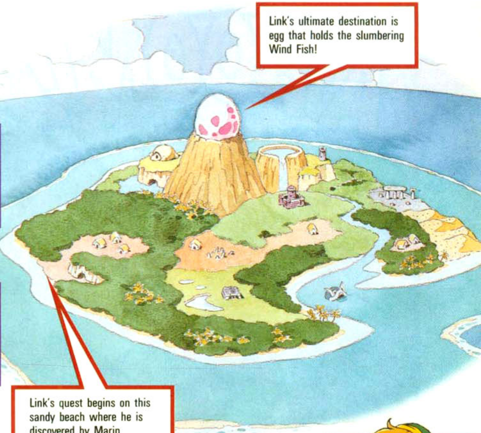
If you bring the Magic Mushroom to the witch, she will create her Magic Powder.



Link rides a raft on the river and over a waterfall.



The faeries who live in springs will replenish Link's health.

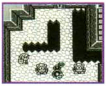


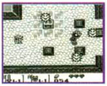
Link's ultimate destination is egg that holds the slumbering Wind Fish!

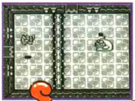
Link's quest begins on this sandy beach where he is discovered by Marin.

DUNGEONS OF DANGER

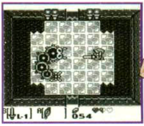
The eight instruments of the Sirens have been taken by eight Nightmares and hidden in their maze-like caverns. The rooms of the caverns are filled with traps and enemies that Link must overcome, and he must defeat the Nightmare at the end. Some of the Nightmares look oddly familiar, as if conjured up by Link's memory of A Link To The Past.







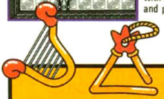
Each of the eight dungeons is filled with traps, enemies and puzzles.



Some of the Nightmares seem to have been dredged up from Link's past adventures.

SIREN'S SONG

The song that will wake the Wind Fish can be played only with the eight instruments that have been stolen by the Nightmares. Link must defeat the Nightmares to get the instruments.



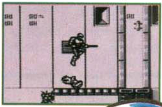
JUST THE BEGINNING

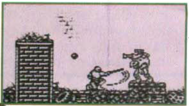
This is but a taste of Link's Awakening. His latest adventure really begins this July when the game will be released. Look then to Nintendo Power for the full review with maps, strategies and hints!

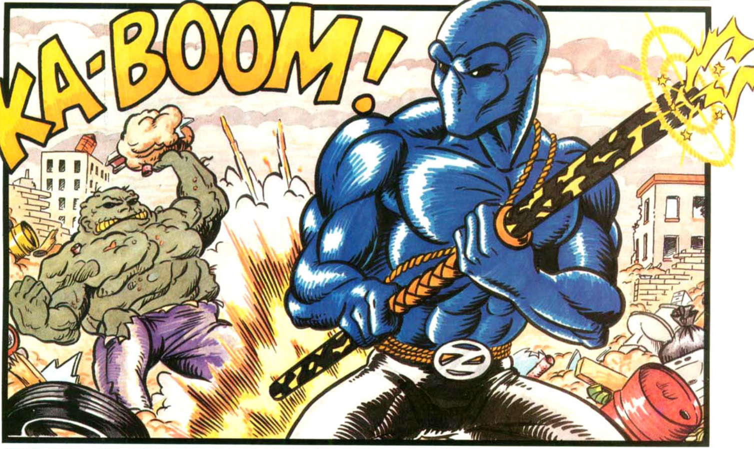
ZEN
INTERGALACTIC NINJA™

FILTH-FIGHTERS UNITE!

Fresh from his NES debut, Zen finds that the scum he had to deal with previously has returned . . . to Game Boy! Unwary players who slip this Konami cartridge into their portable game unit will instantly be sucked into the slime and will have to fight their way out!

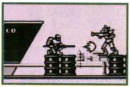






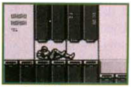
PUT CONTAMINOUS IN DETOX!

The NES and Game Boy versions of Zen are based on the same story, but the games are not the same. The Game Boy version doesn't have the diagonally-scrolling stages that the NES version had. Due to space limitations, we aren't showing complete maps. The areas can be completed in any order, but you'll have to slog through them all to get to the final stage and to Lord Contaminous!



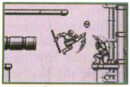
■ PHOTON

Holding the B Button and letting the energy gauge fill allows Zen to shoot a powerful charge from his weapon.



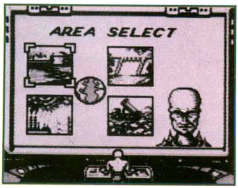
■ SLIDE

There are many areas that are too low for Zen to walk through. Slide by pressing Down and the A Button.



■ KICK

By pressing the A Button, Zen will jump. He will kick his leg while in the air if you press the B Button.

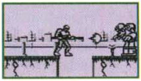


A SUPERHERO'S JOB IS NEVER DONE! I GUESS I'LL HAVE TO SAVE THE WORLD AGAIN.

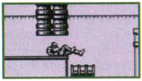
© 1992 Zen Comics Inc. © 1992 Konami

OIL AREA

Out of the four initial areas, the Oil Area just may be the easiest. Even though you are free to choose any of the areas, we suggest beginning your clean-up crusade here. While moving along, hold down the B Button to charge up a Photon Burst. They can really wallop some enemies. We've mapped out the vertical section of the stage so you can see all of the obstacles that you'll face on your way down.

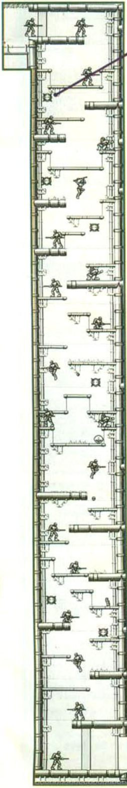


A Photon Burst flies from the Photon Stick and is about to annihilate a robotic enemy. Stopping short of the gaps is difficult because the oil causes you to slide.



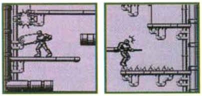
A properly-timed slide is essential here or you may end up in the black goo. Wait until the oil barrel is on its way up before you hit the deck and slide over to it.

THE SHAFT



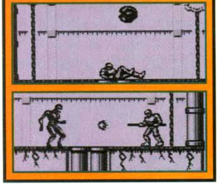
DOWN THE SHAFT

On your way down the vertical section of the Oil Area, Zen will encounter several obstacles. The round sniper guns are probably the most hazardous. Avoid their shots and then quickly move in to destroy them.



OIL SLICK

Run under Oil Slick when he is balled up and bouncing around. When he takes his human-like form, get in real close, crouch down and nail him with a Photon Burst. Keep swinging the Photon Stick until he starts bouncing around again. If you're close enough, Oil Slick will bounce right over the top of you after your attack.



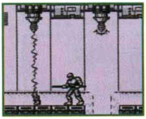
HERE COMES YOUR OIL BATH, ZEN!!

ON TO OIL SLICK!

DAM AREA

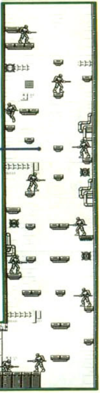
MY ACID RAIN WILL BEAT DOWN ON ZEN'S DEFENSES!

Sulfura is in the process of poisoning Earth's water supply to support Lord Contaminous' evil ways. The water behind the Dam was an excellent spot to start. Zen will have to battle his way up and through the Dam to reach the sulfuric sorceress and put a stop to the acid rain.



The normal flow of water in the Dam can swiftly wash Zen down into one of the gaps. Test the currents before getting near an opening.

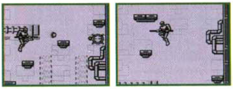
TO SULFURA



UP THE DAM

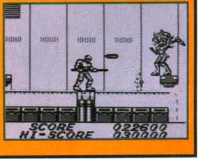
DISAPPEARING PLATFORMS

There are two things to watch out for when scaling the Dam and jumping on the disappearing platforms. First, deal with the sniper guns with a Photon Burst. The other obstacles that Zen will encounter are streams of water that rush down the Dam.



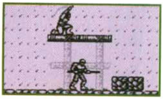
SULFURA

This acidic mistress has several methods of attack, but if Zen keeps his distance, he should come out on top. The best thing to do is to find a solid perch and wait there while you fire off Photon Bursts at Sulfura as she flies by. Jump out of the way when she tosses her vials of acid and watch out for the acid raindrops. They burn!

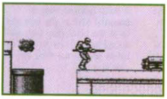


SMOG AREA

Cough! Cough! Smogger is really stinking the place up! He's invaded and taken over some kind of industrial establishment and is churning out tons of noxious haze. As if that weren't bad enough, the by-product of Smogger's caustic commodity is . . . more smoke!

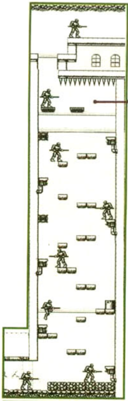


If you see lightning, wait under one of the ledges because a torrent of acid rain will be coming your way!



Don't get hit by the smoke coming out of the stacks and don't let the fans blow you back into one of the gaps.

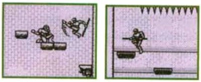
TO SMOGGER



THE SMOKESTACK

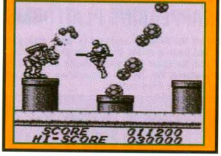
AN UPLIFTING RIDE

Zen will have to deal with enemies on his way up the smokestack, but the most difficult part is avoiding the spiked ceiling.



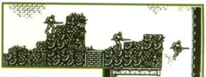
SMOGGER

Besides touching the hazardous beast, Smogger's blasts of smoke are the only threat that is posed to Zen when they meet. A good plan of attack is to stand back away from Smogger and fire off as many Photon Bursts as you can. Zen should be able to smoke this smoker without ever having to inhale!

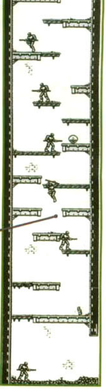


DUST AREA

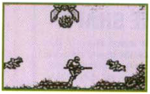
Nobody seems to be worried about the problem of garbage. When you throw something away, what does "away" mean? It has to go somewhere! It's a serious problem. However, the Garbageman loves it. He can't get enough! Zen is going to do his best to put a stop to the pile-up by trashing the rotten Garbageman.



LANDSLIDE!



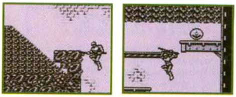
TO GARBAGEMAN



A giant claw tries to drop loads of garbage on Zen. The attacking Robo-mutts make it difficult to avoid.

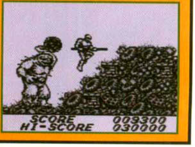
GARBALANCHE!

This is the most difficult section of the Dust Area. A garbage landslide will break away when Zen walks over it and it will follow him down the garbage chute. Forego Power-Up Items you come across on the way down because you won't have time to get them.



GARBAGEMAN

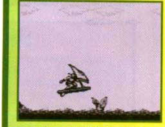
The Garbageman has built himself a home of junk. To oust him, Zen should stand on the left side of the screen and charge up a Photon Burst. Fire the Burst at the Garbageman as he zooms down the pile at you and then smack him some more with the Photon Stick. Next, move to the first step in order to avoid the Garbageman's fist as it punches up through the pile.



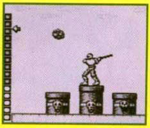
ANYBODY GOT A GAS MASK!?!

CLEAN UP IN THE BONUS STAGES

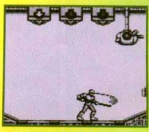
After completing a stage, Zen will have an opportunity to do some more cleaning up. This time, it's for bonus points! There aren't any slimy bosses to contend with here.



Save the seabirds! When he's not saving the planet, Zen often takes to the ocean to go windsurfing. Jump over the rocks and pick up as many seabirds as you can.



Puffs of smoke rise from the three pipes. Zen should hit them with his Photon Stick to get rid of them. He'll be able to see them in the pipes before they appear.



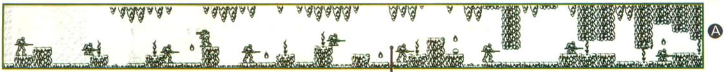
The idea here is to knock the cans that fall from the chutes into the bin. Only hit the cans. The other stuff that falls from the chutes should be left alone.

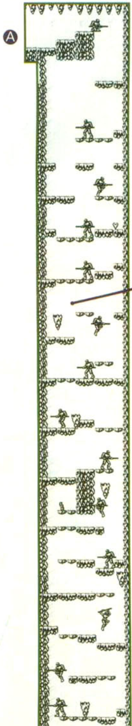
FINAL AREA

When, and only when, the first four areas have been completed, Zen will set off on his hunt for Lord Contaminous. The evildoer has kidnapped Jeremy the Starchilde and is willing to ransom him for the Geocrystal. It's time to rescue Jeremy!

LORD CONTAMINOUS MUST FALL. I KNOW JUST HOW TO MAKE IT HAPPEN!!

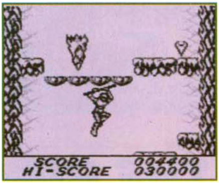
THE FIRE CAVE





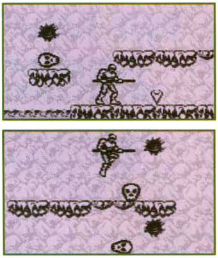
CHECK YOUR HEAD

When Zen is jumping down this long vertical shaft, many huge stalactites will break away and come crashing down the shaft as well. If at all possible, it's best to stay to the extreme right or left if you think one of the stalactites is about to fall. It's also a good idea to pick up the Power Crystal to become temporarily invincible.



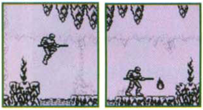
SKULL CAVES

Indestructible skulls will enter the cave on a regular basis from dark holes in the cave wall. You'll quickly see their patterns. Don't try to hit them with the Photon Stick, just jump over them. Power-Up with any Items you find because the duel with Lord Contaminous is coming up!



TRIALS BY FIRE

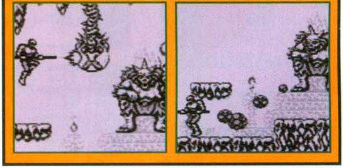
Vertical blasts of flames will emanate from small holes in the floor of the cave. Check the map for their locations. The blasts only last for about three seconds. When you see one, pause, take care of any approaching enemies, and then move on.



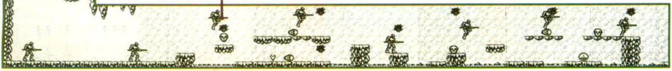
YOU AGAIN!! WHY DON'T YOU GO TAKE A BATH OR SOMETHING?!
ZEN!

LORD CONTAMINOUS

Here he is, the Master of Disaster: Lord Contaminous! You may think that you have to attack Contaminous directly. Not so. You only need to shoot or hit the sphere that Jeremy is trapped in. Contaminous will attack with the methods and powers of each of the bosses that Zen has previously faced. Use the left and right platforms as shields and jumping points.



ON TO CONTAMINOUS



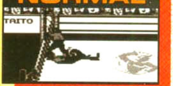
RING RAGE™

CHAMPIONS ARE CROWNED AND HEROES RISE FROM THE MASSES IN THIS FOUR-CORNERED BATTLEFIELD!

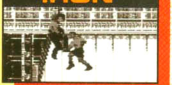
TO THE RING!

The matches have been set! Choose your favorite fighter and take your place in the ring. If you survive each battle, the prized Taito Wrestling Federation (TWF) belt will be yours, compliments of Taito! Ring Rage has three modes: Tournament Mode, 1-Player vs. Computer and a great 2-Player Mode. You'll need to use the Game Link cable to challenge a fellow Ring Rager, but the 2-Player Mode is by far the most fun.

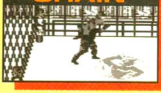
NORMAL



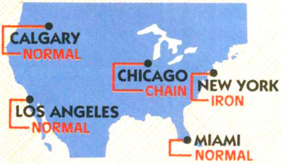
IRON



CHAIN



TWF FIGHT SITES



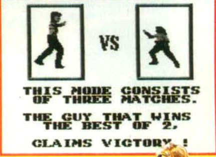
Five cities have been selected to host the TWF events. Normal boxing/pro wrestling rings will be encountered in Calgary, Los Angeles and Miami, but in Chicago and New York, the fighters will run up against metallic surroundings. However, running up against them is not what you want to do. Concentrate on learning your moves.

© Taito 1993

MEET THE RING RAGERS

In Ring Rage's Tournament Mode, you can select any one of the five fighters to play as. The computer will then randomly select an opponent from the four remaining fighters. It's winner-take-all. You'll have to battle each of them to earn the coveted TWF Championship. In the Extra Match Mode, you can select both your fighter and the fighter that the computer will control. The difficulty level can be selected and you can choose which city and ring you'll have your match in.

All burly fighters have their own strengths and special moves. Even though there are only five Ring Ragers to choose from, learning each fighter's moves will keep you busy.


VS

THIS MODE CONSISTS OF THREE MATCHES.

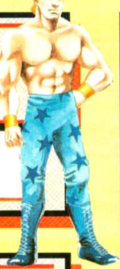
THE GUY THAT WINS THE BEST OF 2.

CLAIMS VICTORY !

SPIKE

PRO WRESTLER

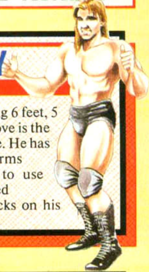
The largest fighter, 7 feet, 6 inches and 330 lbs., Spike pummels his opponents with his High Kicks, powerful Knee Blows and Knee Drops. Spike loves to climb the turnbuckles, too!



GUNBOAT RODY

PRO WRESTLER

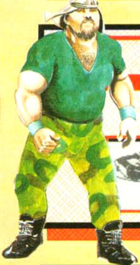
Weighing 230 lbs. and standing 6 feet, 5 inches tall, Rody's favorite move is the Clothesline. He has powerful arms and loves to use his patented elbow attacks on his opponents.



SHADAM

PRO WRESTLER

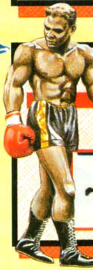
This brawler is an expert at hand-to-hand combat. His best move is the Super Thrust. It can catch an opponent off guard and quickly send him flying to the mat.



"KO" JOE

KICK BOXER

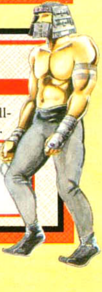
This boxer-turned-kick boxer from San Francisco enjoys being able to complement his boxing techniques with kick moves but still relies heavily on his Super Upper Cut.



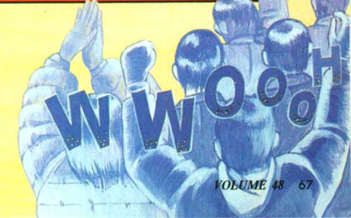
YASHA

KARATE FIGHTER

Rounding out the field, Yasha is the smallest competitor but has some cool moves. In addition to being fast, his Super Kick can quickly destroy a challenger's hopes of victory.



The roar of the crowd will urge you and your chosen Ring Rager on to victory. Your opponents are all worthy, but you've got what it takes to lay claim to the TWF belt!



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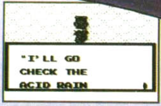
Great Greed™

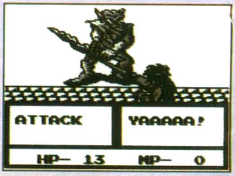
When you woke up this morning, you had no idea what the day had in store for you. While hiking in the forest with your father, a strange being appeared in front of you. As you rushed over to help the injured creature, you were attacked by a second stranger. Suddenly with a flash, you found yourself in a foreign land and in the middle of a conflict between good and evil. Do you have the strength to defeat the evil Bio-Haz and find your way back home, or will you fall victim to his Great Greed?

MAKE A DIFFERENCE

Great Greed, by Namco, brings players something different in a Role Playing Game. This 2-Meg game for the Game Boy has a long and interesting story-line. Based on the rising environmental concern in the world today, Great Greed allows the player to save an imaginary world from real life problems. Each area reveals a new environmental problem to solve, from stopping a polluting factory from being built to ending the dumping of trash in the city streets. Along the way, the player is faced with other dilemmas that effect the outcome of the game. Some answers can help you on your quest, while others may only make things more difficult. The graphics are detailed and easy to watch, but the character may be a little small for some player's tastes. The play control is smooth and easy to understand. Combat in this game is fought in a unique real-time style. It may take awhile to get used to, but it works very well in speeding up the fighting of an RPG.



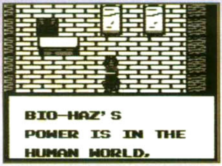
"I'LL GO
CHECK THE
ACID RAIN



ATTACK
YAAAAA!
HP– 13
MP– 0

A GREENE TALE

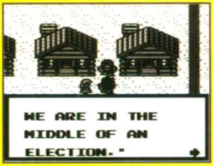
You find yourself in the beautiful Greene Kingdom. You have accidentally warped here without a way home. The land is torn in a great conflict with the evil Bio-Haz, who is trying to corrupt the world and exploit its natural resources. After rescuing the princess from a surprise attack, the King asks you to help them in their cause. With your trusty dagger in hand, you and Princess Candy, set out to stop the evil forces of Bio-Haz. Your quest brings you to many new and strange lands, where the might of your sword and the shrewdness of your mind must save the Kingdom and its people.



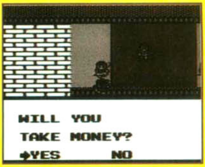
BIO-HAZ'S
POWER IS IN THE
HUMAN WORLD.

The Nation of Sushi

You arrive in the Nation of Sushi during the mayoral campaign. You discover that one of the candidates, Crabby, is a dirty politician with ulterior motives. Here you are faced with your first moral dilemma, do you accept the bribe you are offered and keep quiet? If you do, you will find that cheaters never prosper.



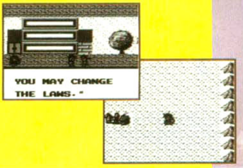
WE ARE IN THE
MIDDLE OF AN
ELECTION."



WILL YOU
TAKE MONEY?
◆YES NO

The Nation of Chow Mein

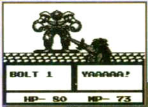
If you decide to look for the missing Dr. Bromide, your search will lead you to the Town of Tuna. You need to change the laws in Tuna before you can enter the shops or the jail. Later, before you can enter the Dragon Jail to save the doctor, you will need to get the Golden Pepper from the town of Kim Chee in the west.



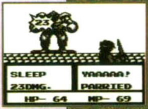
YOU MAY CHANGE
THE LAWS."

BATTLE ACTION

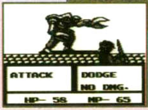
The unique style of combat in this game can be very effective with a little practice. When you fight an enemy, each button and direction on the Control Pad represents a different combat command. Before you enter the battle it is very important to equip the scrolls that you need. You can prepare four scrolls, one for each direction on the Control Pad. When you press the corresponding direction during combat, you will activate the spell. This method of casting spells, as well as using the other buttons to attack and dodge, makes the RPG combat both fast and entertaining.



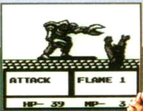
BOLT 1
YAAAAA!
HP- 80 MP- 73



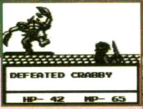
SLEEP
23DMG.
YAAAAA!
PARRIED
HP- 64 MP- 69



ATTACK
DODGE
NO DMG.
HP- 58 MP- 65



ATTACK
FLAME 1
HP- 39 MP- 3



DEFEATED CRABBY
HP- 42 MP- 65

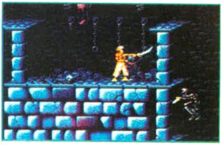
COUNSELORS' CORNER!

PRINCE OF PERSIA

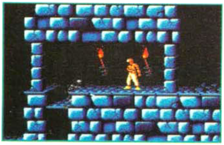
HOW DO I PASS THE SKELETON IN LEVEL 3?

Lief Thompson

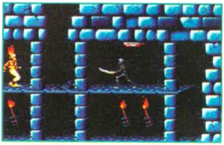
The Skeleton in Level 3 doesn't have a damage meter, so you can't wear him down to destroy him. Instead, you'll have to knock him off the edge. Take the offensive—don't let him drive you back. Attack with the sword then quickly move forward. When he falls to the floor below, drop down and drive him over the edge there, too. You can't defeat him, but a bone-crushing boulder on the third level can.



Be aggressive and persistent with this rack of bones. Drive him back until he falls off the edge.



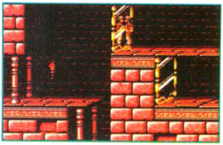
Keep after him. Follow the Skeleton down to the next level and push him over that edge, too.



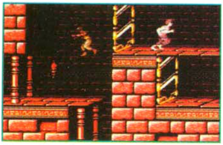
When the Skeleton lands this time, he'll find himself between a rock and a hard place.

HOW DO I GET BY THE MIRROR IN LEVEL 5?

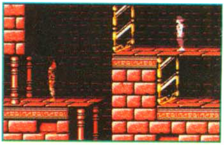
After you trigger the opening of the exit, the evil Jaffar places a big mirror in your path. To get to the other side, you have to make a running jump through it. Timing your takeoff is critical. If you jump too early or late, you'll bounce off the mirror. Take off about one and a half steps away.



The large looking glass that appears after you trigger the exit in Level 5 blocks your path.



Start running and make your leap when you're a step and a half away from the mirror.



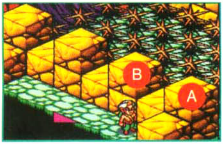
If you're successful, you'll sail on through the mirror, but your ghost will be turned away.

EQUINOX

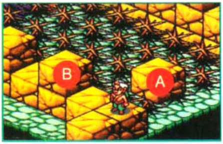
HOW DO I REACH THE WHITE KEY IN TORI, ROOM 1-A?

John Gower

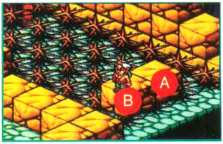
The White Key in Room 1-A is resting on a block on the far side of the room—on the other side of a sea of spikes. To reach it, you'll have to move a couple of blocks into position on top of the spikes. Start by pushing Block A forward as far as you can without falling onto the spikes. Next, shove Block B over to where Block A had been, then slide it forward as far as possible. You'll move Block A closer to the other side as you move B. Walk over to the edge of Block A and jump over from the right side to get the key.



Blocks A and B are the only two that you can move. Use them to form a bridge over the spikes.



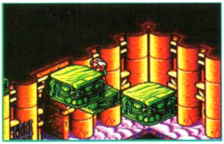
Stand behind Block A and shove it out onto the spikes, then slide Block B into position behind A.



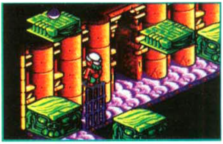
As you push Block B out it will move Block A closer to the other side. Jump from the far right edge.

HOW DO I REACH THE TOKEN IN DEESO, ROOM 14?

Take out the hovering menace first, then move the block from the upper area into the corner. Jump up from it to hit the block on the platform above. Push it all the way off the platform, then hop down and slide it into the corner. Jump from it onto the gate when it's down, then, when it rises, hop over to the platform to get the Token. Try riding the gate in other places, too.



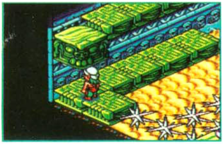
Slide this block into the corner, then jump from it to knock the upper block off the platform.



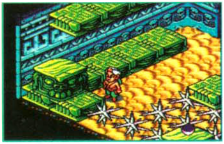
Hop from the block to the gate while it's closed, then ride it up to the Token when it opens.

HOW DO I REACH THE UPPER LEDGE IN DEESO, ROOM 01?

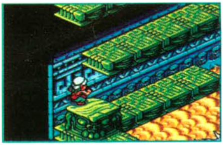
In Room 01, you must move quickly to get into position to catch the falling block. Stand part way on, part way off, of the block in the upper left corner. If you stand completely on the corner block, you'll be pulled to the opposite corner. Let the falling block land on your head, then move over and scrape it off against the overhead ledge. It will stay where it falls as long as it's not completely over the corner block. Now you can leap from it up to the ledge. Walk around the ledge and use the single platforms to jump over to the Token. Stay to the right side of the platforms and hop quickly—if you pause too long, they'll pull you off to the left. Be careful on the return trip, too, or you'll be pulled into the spikes.



Step lively. Stand part way on the corner block and catch the falling block on your head.



Use the ledge above to scrape the block off, making sure that it's only partly over the corner block.



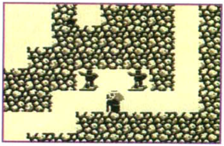
Leap from the block to the ledge above.

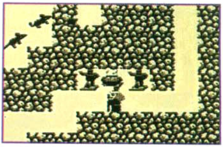
ULTIMA: RUNES OF VIRTUE

HOW CAN I FIND EXTRA WEAPONS?

Ken Barger

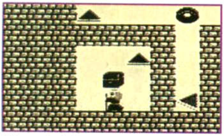
Extra weapons come in handy, so build a large, ready arsenal by using this simple strategy. When you come upon a particular weapon or item that you could use more of, pick it up, then move on through two more screens. Return from there to the screen where you originally found the weapon or item. Another of the same object will again be waiting.

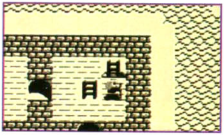

When you find a valuable weapon or item, go ahead and pick it up then move two screens away.

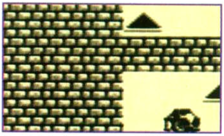

After exiting through two screens, return to find that the weapon or item has been replenished.

HOW CAN I MAKE MONEY QUICKLY?

You have to build a big bankroll to buy the weapons and armor in this game. Here is a good get-rich scheme. In Lycaeum Castle, go left through the gate and climb the upper left ladder. Now walk to the left and go down the ladder. Step on the floor plate in the upper left then go down the ladder on the right. Push the barrel up and enter the right portal. Cross over the Left Arrow and open the chest to earn a $5 Gem. Walk up over the Up Arrow and re-enter the portal. Go down and left through two screens, then climb back up the ladders to the same chest, which will again hold a Gem. Repeat to raise loads of cash.

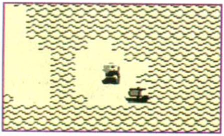

Walk over the Left Arrow to this chest in the castle Lycaeum. It holds a Gem that's worth $5.

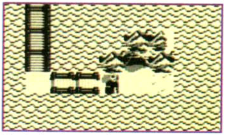

Walk north over the Up Arrow, step back into the portal and continue down for two floors.

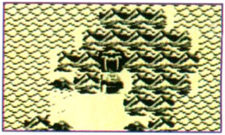

Now climb back up to the room with the chest, which holds another $5 Gem. Raise up to $99 this way.

HOW DO I REACH THE ABYSS?

To reach the Abyss, take the ship from Lord British's Castle on the Northeastern Isle and sail to the Southern Isle. From there, head east to find a second ship, which will appear only after you've found the back door to the Cavern of Pride. Set sail on the second ship to the Southeastern Isle. Once there, you must use the Magic Rope to work your way to the volcano in the island's northeastern corner. Walk into the fiery volcano to enter the Abyss. There you'll battle enemies such as Rats and Reapers, Wisps and Wizards. With luck—and perseverance—you'll also uncover the Magic Armor and the Rune of Humility.


Board the ship at the shore of the Northeastern Isle and sail first to the Southern Isle


Disembark and enter the Cavern of Pride. Find the back door to make a second ship appear.

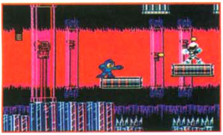

Walk into the volcano in the island's northeast region to find the entrance to the Abyss.

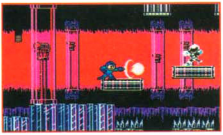
MEGA MAN V

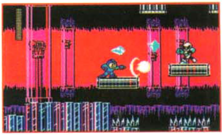
HOW DO I GET PAST THE CRYSTAL GUNNERS?

Kwong Shok

You're in for an icy reception when you enter the Crystal Man Stage, which might well be the most difficult of the first eight stages. You must pass through a gauntlet of Crystal Gunners before you reach Crystal Man's lair. The gunners glow blue and white as they form massive crystals at the ends of their weapons. When they pull their arms in, they're about to fire the crystals. Don't be in their line of fire when they do—the icy crystals cause critical damage. The only time that the gunners are vulnerable is just after they fire, so power up your Mega Buster and blast away as they release the crystals.

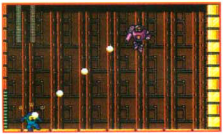

Regular bullets don't have much effect on the Crystal Gunners, so use the Mega Buster.

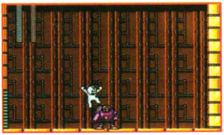

Even the Mega Buster fails to damage the gunners when they're forming their crystals.

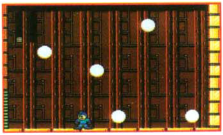

Power up the Mega Buster and wait for the gunners to fire off a crystal, then attack.

HOW DO I BEAT THE PINK ROBOT?

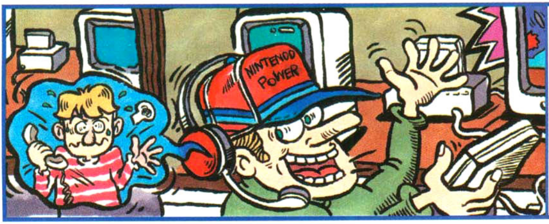
At the end of Part 3 of the Protoman Stage, you'll meet one of Dr. Wily's most sinister creations, the Pink Robot. He looks small in comparison to the red robot you met earlier, but he's much meaner. He has a small cannon for a right arm and shoots three rings of Freeze Ray from his chest. When he's hit by the ray, Mega Man becomes temporarily paralyzed. Your best weapons are the Super Arrow and the Mega Buster. Start firing arrows as soon as you see him and dodge the freeze ray. Keep running from side to side, firing continuously. When you run out of arrows, blast away with the Mega Buster.


The Pink Robot has a cannon instead of a right arm. He can fire while Mega Man is paralyzed.


Keep moving. Try to avoid the freeze ray as you keep a stream of Super Arrows heading for the robot.


It will take 11 or 12 Super Arrow hits and four or five Mega Buster blasts to neutralize the robot.

IN A BIND? CALL THE POWER LINE!



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.

SUPER MARIO BROS.

THE MOVIE

Next month, Mario and Luigi will make their way to the big screen in a full-length, live-action movie starring Bob Hoskins and John Leguizamo as the famous video Bros. and Dennis Hopper as a brooding Koopa. Long-time Mario Bros. fans will see their video heroes in an all-new setting, embarking on an all-new adventure. And it's one that promises to be a departure for the duo—in more ways than one.

The Koopa King (Dennis Hopper) is flanked by the less-than-famous Bros., Mario (Bob Hoskins), right, and Luigi (John Leguizamo), left.

The Super Mario Bros. movie, to be released by the Hollywood Pictures division of Disney studios and described as a "comedy sci-fi adventure," takes place before the pair become world famous video game heroes. As a result, you won't see Mario and Luigi wearing their trademark overalls and you won't see a helpless princess pleading for help. The script plops the Bros. down in modern-day Brooklyn, where they run the family plumbing business. Their last name? Mario. That's right—Mario Mario and Luigi Mario. And they aren't "super" yet—they look like any other plumbers you might call in an emergency.

PHOTOGRAPHS COURTESY OF LIGHTMOTIVE FAT MAN, INC. AND HOLLYWOOD PICTURES.

TAKE 1 BEHIND THE SCENES

In this real life adventure, Mario has a ditzy girlfriend, Daniella (Dana Kaminski), and Luigi's love interest is Daisy (Samantha Mathis), an archaeologist. But, lest you think you're in for a tame tale, Daisy turns out to be a prehistoric princess—and Koopa, of course, kidnaps her. Things definitely take a turn for the weird when the pair of plumbers follows her through a magic portal into a parallel New York City, Dinohattan. And it's anything but tame. In the decaying domain of Dinohattan, a strange fungus grows on just about everything. Times Square becomes Koopa Square, a frenzied strip with neon gone ballistic where you can buy fresh, hot Poptoads on the street, shop at Bullet Bill's Weapons, buy supplies for the "Do-it-yourself Butcher" from the Hammer Bros, or treat yourself to a very rare donut at Drippy's, where they say, "If it don't bleed, it ain't lunch."

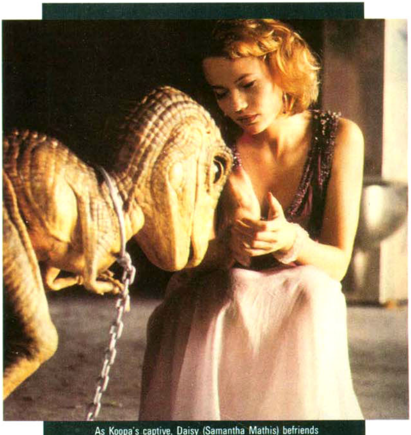
"IF IT DON'T BLEED, IT AIN'T LUNCH"

After they follow Daisy through the mysterious portal, Mario and Luigi find themselves in Dinohattan, where fungus grows on everything.

DINOHATTAN

Dinohattan's inhabitants are dino descendants in varying stages of evolution. They're ruled by Koopa, who holds regular elections and is certain to win every time because he controls a de-evolution device, called the Devo Chamber, which he uses to evolve or de-evolve his subjects. The less evolved they are, the easier they are to control, so trouble-makers like the street protester played by Mojo Nixon are de-evolved. Koopa finds, though, after several boggled kidnap attempts, that Iggy and Spike are just too stupid in their de-evolved state to be of any use to him, so he pops them in the Devo Chamber and lets them evolve in the hopes that they can capture Daisy.

"KOOPA THE ENVIRONMENTALIST: "DON'T WORRY—WE'LL GET MORE"

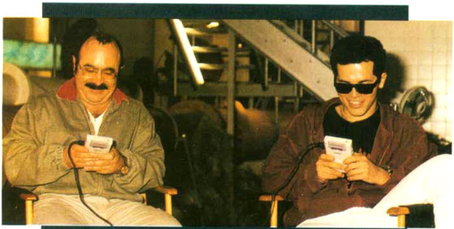


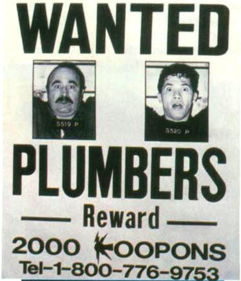
As Koopa's captive, Daisy (Samantha Mathis) befriends a fellow prisoner, Yoshi. This doesn't look like the dino-buddy you know, but you've gotta love him!

TAKE 2

BEHIND THE SCENES

Considering that one of Mario's first roles was in Mario's Cement Factory (for Table Top and Game & Watch), the film producers found a perfect site for the shoot: the Ideal Cement Company, near Wilmington, North Carolina. Elaborate sets for the Dinohattan scenes were built in the abandoned factory's huge, empty warehouses, and other sites in the compound were used to shoot tunnel scenes and car crashes. Hoskins, who starred in Who Framed Roger Rabbit and Hook, said playing Mario was "a lark." He was first introduced to Mario by his two young sons, who are video aces. When we asked him if he played, Hoskins said that he'd tried Game Boy but was all thumbs (gamers might consider that advantageous, but Hoskins obviously meant that he wasn't very good). It looks like he's been practicing. Leguizamo, 28, is a younger Luigi than you might expect, but remember that this is Luigi before all of his video game heroics—and before he grows a moustache. While filming the movie, Leguizamo bought a Siberian Husky puppy that he named, appropriately, we think, "Luigi."


Bob Hoskins, left, and John Leguizamo try their hand at video-linking on the set. Leguizamo became an avid Nintendo player during the filming.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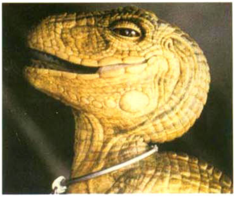
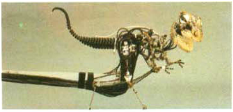
When they arrive in Dinohattan, Mario and Luigi are quick to land on Koopa's hit list.

Koopa looks mostly human, but he changes during the course of the movie to reflect his reptilian heritage. Make-up artists shaved Dennis Hopper's eyebrows, gave him a very pale complexion, and rimmed his eyes with red. Special visual effects, like the one that makes his eyes change from human to reptile, reveal his true nature. And speaking of visual effects, between 60 and 100 were created for the movie. State-of-the-art digital compositing techniques were used to make visual effects like the portal through which the present-day New Yorkers enter Dinohattan. Super Mario Bros., the movie, has a look and feel all its own. This is no video game. Koopa is more sinister than ever, Luigi worries about his future, and Mario is a regular joe plumber—at least in the beginning. How do two plumbers from Brooklyn save a princess in a parallel universe? And how do their movie adventures lead them to starring roles in video games? Find out next month when the movie premieres.

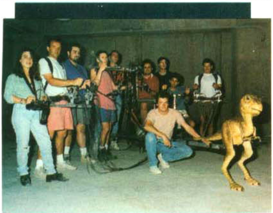
As Samantha Mathis looks on, John/Luigi takes a break on the set to play Super Mario World. The Poptoads Stand in the background is the place to get your piping hot toads. Yum.

AMAZING ANIMATRONICS



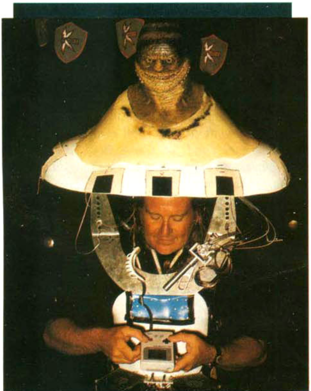


The visual effects promise to be stunning, but another scene-stealer is likely to be Yoshi, who is brought to life by animatronics. Patrick Tatopoulos designed the baby T-Rex, Mark Maitre sculpted the latex body, and David Nelson headed the team that created the animatronics. None of them were familiar with the Yoshi of Nintendo-game fame, so he looks nothing like you might expect. Instead, producers Roland Joffe and Jake Ebert wanted Yoshi to fit into the human cast that surrounds him. He's a realistic-looking, 4-foot-tall dino, but he's oozing with personality, thanks to the many expressions and movements he can make. Seventy cables feed into Yoshi's body, and it takes nine cable-puppeteering people to operate the fully-functional model. There are 24 movements in his head alone—his eyelids open and close, his brows pucker, his lips curl back from his teeth. And, with 12 tongues, he's ready for any occasion. Yoshi isn't the only movie creature that will surprise Super Mario Bros. fans. The Goombas that serve as guards for Koopa look nothing like their video-game counterparts. These 8-foot-tall lizard-men were created by Allan Apone and John Fifer of Makeup & Effects Laboratories, Inc. They molded foam latex over fiberglass shells to make the eerily real-looking lizard skin. Large head movements are made by the people who wear the Goomba heads, but skin movement and facial expressions are created by Radio Control operators. Although there are several different Goombas, the scene-stealer turns out to be Hark, who in the end shows that he has a heart.

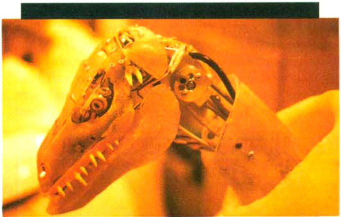


It takes quite a crew to operate the fully-functional Yoshi. The baby T-Rex was created by David Nelson (second from left) and Mark Maitre (kneeling in front).

Allan Apone puts the finishing touches on one of the Goomba heads. When finished, the Goombas don huge, heavy wool coats and tall black boots.

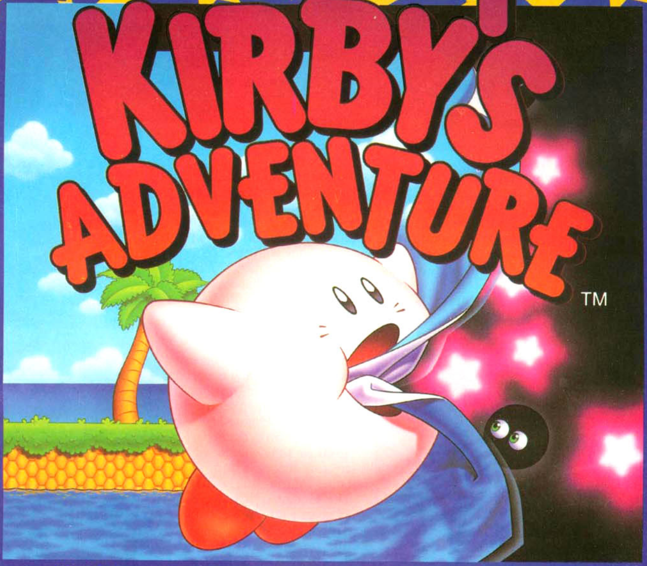


John Fifer also operates the lovable Hark. Between scenes, he takes a Game Boy break—and you can bet that he's not stomping Goombas!



Underneath the molded latex lizard skin is the shell that forms the Goomba head.

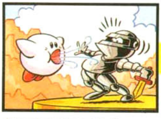
KIRBY'S ADVENTURE™



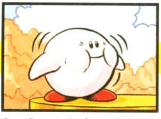
Wouldn't you know it? Dream Land is in peril again! King Dedede's atrocious armies of heinous henchmen have surfaced on the NES.

GREAT EXHALATIONS!

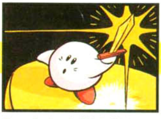
Inhaling and exhaling. It's all about breathing. You can breathe new life into your NES by playing Kirby's Adventure. While not overly difficult, Nintendo's newest NES game offers a good challenge for the novice player and has plentiful amounts of play value considering there are seven stages. There are plentiful levels within each stage as well. Most of the areas aren't that large, but it's the sheer number of them that helps to mix up the action. A final eighth stage pits Kirby against King Dedede and . . . well, we wouldn't want to give it all away, would we? Unlike Kirby's Dream Land for Game Boy, Kirby's Adventure offers players an opportunity to use many different Special Powers. These Powers are acquired by inhaling enemies and chowing down on them. Not all enemies will offer up their Powers to Kirby when he defeats them, but over 25 of them will.



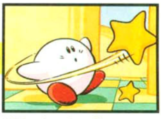
Approach enemies quickly from any direction to catch them off guard. Now use Kirby's Power of suction to inhale them whole. Gulp!



Press Down on the Control Pad to munch an enemy. Most enemies, when gobbled, will yield their special Powers or weapons to Kirby.



By swallowing the Knight, Kirby now has the Power of the Sword. The B Button will cause Kirby to spin and swing the mighty Sword.

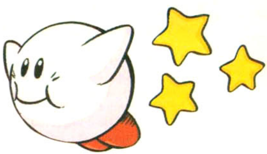


If Kirby takes a bump from an enemy, his Special Power will fly away in the form of a Star, but he can inhale the Star to get it back.

© 1993 Nintendo

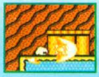
ENEMY FORCES

Kirby can easily inhale most of the smaller enemies in the game. After Kirby has gulped an enemy, you can press Down on the Control Pad to steal and use the Power of the enemy. Kirby can then use the newly acquired Power or you can press the Select Button to get rid of it and go for another!



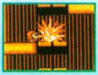
SWORD

Kirby can strike a mighty blow with the Power of the Sword. Just swallow an enemy who carries a Sword and then steal his Power.



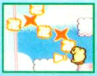
NEEDLE

Like a mutant porcupine, Needles will shoot up out of Kirby's body and will definitely put a quick stop to approaching baddies.



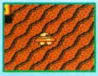
MIKE

It's a known fact that Kirby can't carry a tune. After acquiring the Power of the Mike, his singing will destroy many enemies.



UFO

One of the cooler Powers, the UFO allows Kirby to change into a spaceship and float around while shooting powerful laser beams.



OTHER POWERS

Swipe at various enemies with the Parasol and use it to glide down slowly.

Kirby can get the Cutter from this enemy and use the blade to slice others.

Don't get too close! Avoid the Bomb or inhale it before it explodes.

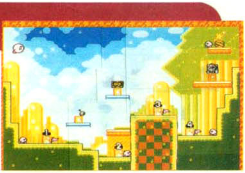
Inhaling this sleepy guy and pressing Down causes Kirby to do the same.

Cool blue enemies will usually yield some sort of freezing power to Kirby.

Follow the bouncing ball . . . and eat it! This orange sphere gives up a Laser.

Some enemies don't have Special Powers, but can still be used as firepower.

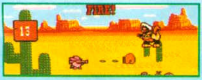
BONUS GAMES



The Bonus Game rooms appears several times throughout the game on the main map screen as Kirby completes various stages. Enter the doors to play the games and earn Bonus Points and essential 1-Ups. Unfortunately, Kirby can't re-enter a Bonus Game room because the doorway will be boarded up when he exits. He'll just have to press on and wait for other Bonus Games to come along. The easiest 1-Ups are earned in these rooms, but playing the games well requires lightning fast fingers and accuracy.

QUICK DRAW

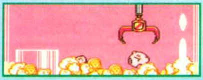
It's a showdown! Press the A Button as soon as you see Fire! come up and hope that you are faster than your opponent.



POW! Kirby was faster to the draw than his opponent and scores another hat. Collect up to five hats in order to earn maximum 1-Ups.

THE CRANE

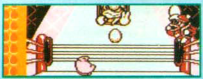
Pick up the Kirby dolls with the crane and drop them in the container. The small doll gets you a 1-Up and the large doll earns a 2-Up!



It looks as if the crane has been positioned over the large Kirby doll. A large doll in the container is worth a 2-Up!

EGG EATIN'

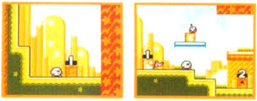
King Dedede will toss eggs and bombs at Kirby. Press the A Button to open Kirby's mouth and catch the eggs, but don't eat the bombs.

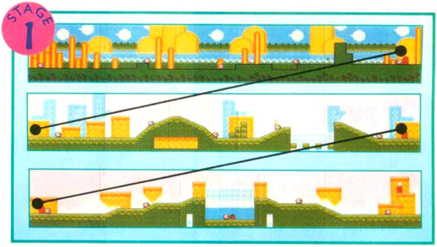


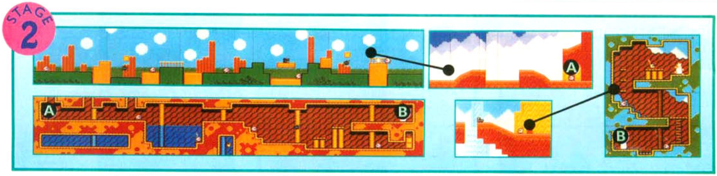
The eggs are on the way, but Kirby should have his mouth closed when a bomb arrives. The Bonus Game ends if he eats a bomb.

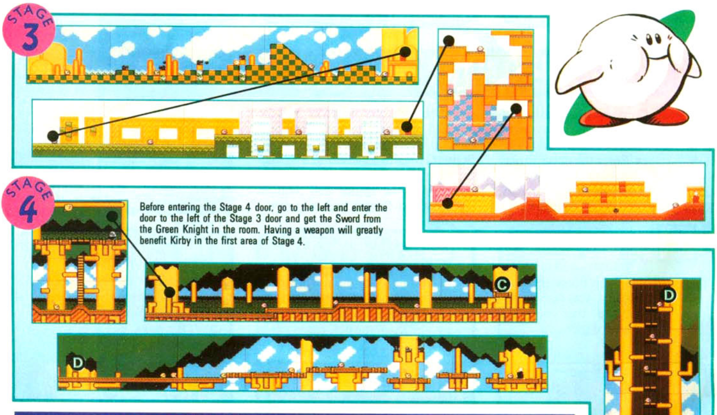
LEVEL 1-VEGETABLE VALLEY

Flown in by a Warp Star, Kirby begins his adventure in the lush environs of the Vegetable Valley. When Kirby begins any level, he'll be given only one stage to enter. That stage has to be completed before the next stage will appear. Kirby can re-enter a stage once he has completed it to search for missed Items and hidden areas.





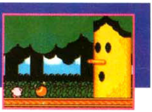




Before entering the Stage 4 door, go to the left and enter the door to the left of the Stage 3 door and get the Sword from the Green Knight in the room. Having a weapon will greatly benefit Kirby in the first area of Stage 4.

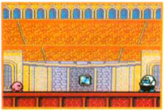
WISPY WOODS

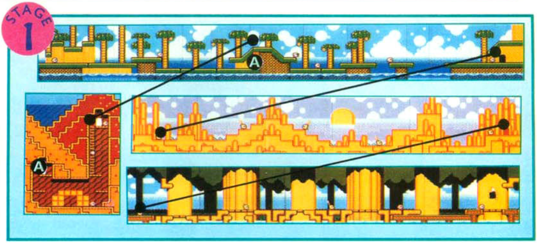
If Kirby has a weapon, just hack and slash away at the tree's trunk. If not, inhale the apples that Wispy Woods drops and fire them back at him.

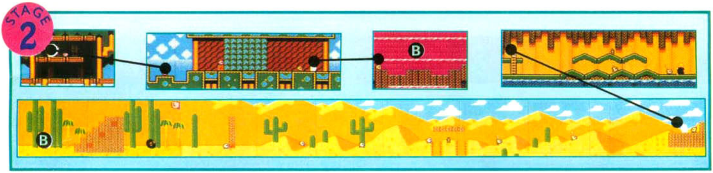


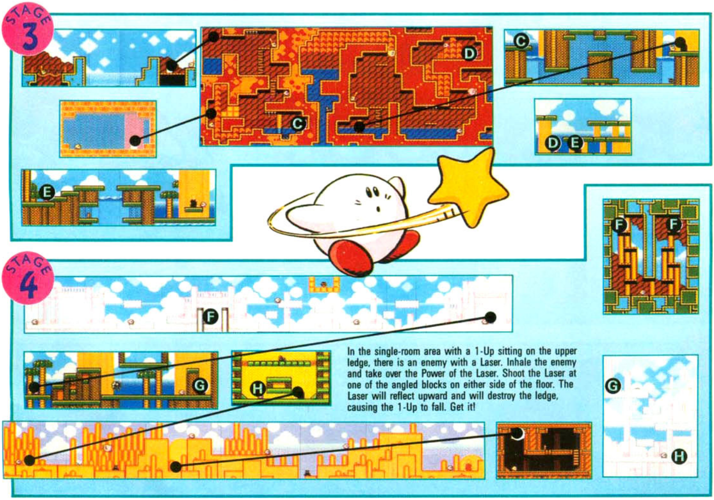
LEVEL 2-ICE CREAM ISLAND

Kirby will have to do some light swimming in the early stages of Level 2. When he's underwater, Kirby can hose enemies with a stream of water and destroy them with ease.

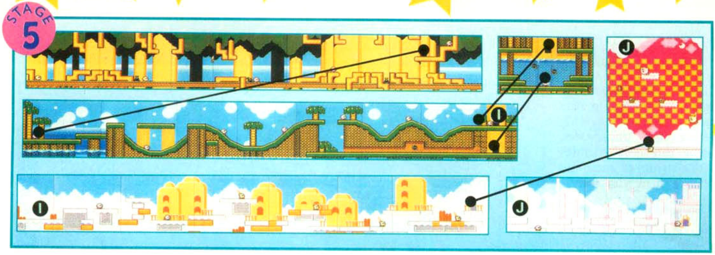








In the single-room area with a 1-Up sitting on the upper ledge, there is an enemy with a Laser. Inhale the enemy and take over the Power of the Laser. Shoot the Laser at one of the angled blocks on either side of the floor. The Laser will reflect upward and will destroy the ledge, causing the 1-Up to fall. Get it!

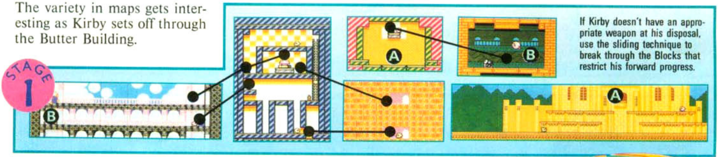


ILLUSTRATOR

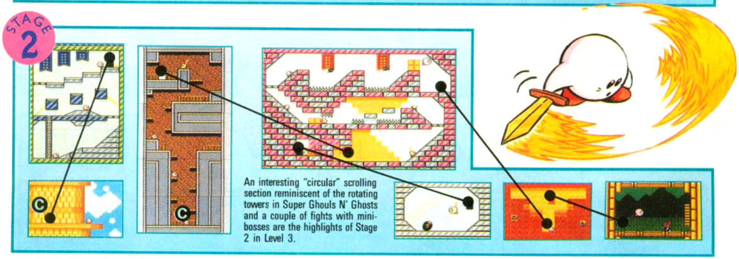
Illustrator's works of art fly off of the canvas at Kirby. Inhale them and spit them back at the artistic boss. Some of them are much faster than others, so watch your timing!

LEVEL 3-BUTTER BUILDING

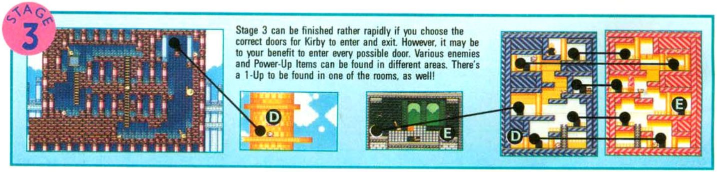
The variety in maps gets interesting as Kirby sets off through the Butter Building.



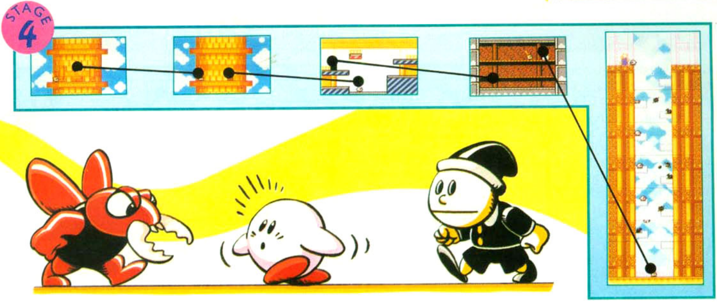
If Kirby doesn't have an appropriate weapon at his disposal, use the sliding technique to break through the Blocks that restrict his forward progress.

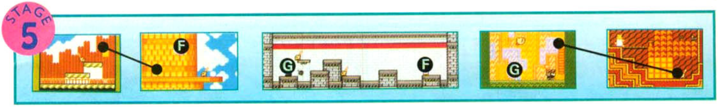


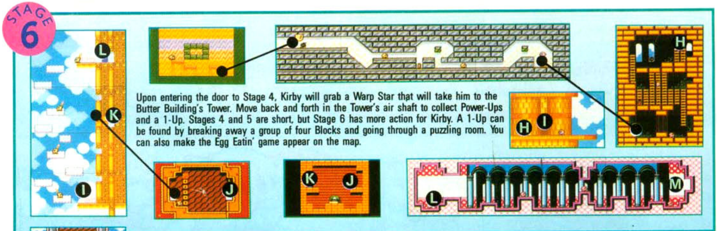
An interesting "circular" scrolling section reminiscent of the rotating towers in Super Ghouls N' Ghosts and a couple of fights with mini-bosses are the highlights of Stage 2 in Level 3.



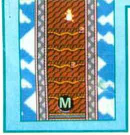
Stage 3 can be finished rather rapidly if you choose the correct doors for Kirby to enter and exit. However, it may be to your benefit to enter every possible door. Various enemies and Power-Up Items can be found in different areas. There's a 1-Up to be found in one of the rooms, as well!





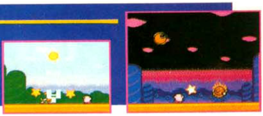


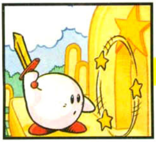
Upon entering the door to Stage 4, Kirby will grab a Warp Star that will take him to the Butter Building's Tower. Move back and forth in the Tower's air shaft to collect Power-Ups and a 1-Up. Stages 4 and 5 are short, but Stage 6 has more action for Kirby. A 1-Up can be found by breaking away a group of four Blocks and going through a puzzling room. You can also make the Egg Eatin' game appear on the map.



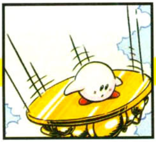
MR. BRIGHT & MR. SHINE

Bright and Shine gang up on poor Kirby and attack him. Jump over them when they blaze across the screen. Inhale the stars that Mr. Shine rains down on Kirby and don't get caught under Mr. Bright.

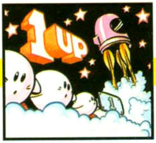




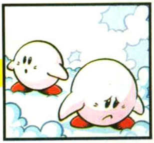
After each stage is completed, Kirby will have yet another chance to earn bonus Points and a 1-Up. Just enter the doorway with the stars around it.



To get the most height on Kirby's jump, press the A Button when the platform has reached its lowest point. It's difficult to accomplish this every time.



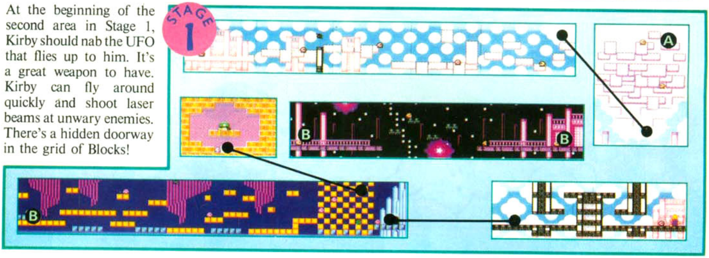
YES! With a superhuman effort, Kirby has made it to the top platform and has scored a 1-Up. Rejoice, for the 1-Ups don't come easily in this Bonus Game.

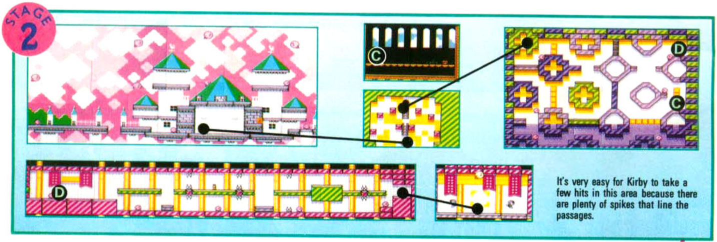


Uh-oh. Someone forgot to push the button. Kirby won't receive any Bonus Points and he surely won't receive a 1-Up if the A Button doesn't get pressed.

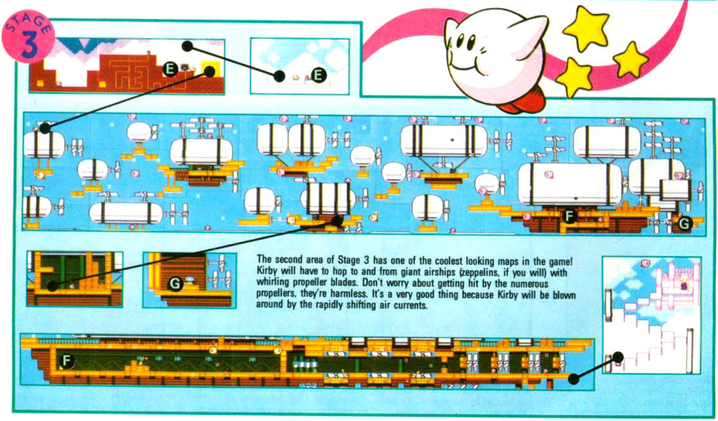
LEVEL 4-GRAPE GARDEN

At the beginning of the second area in Stage 1, Kirby should nab the UFO that flies up to him. It's a great weapon to have. Kirby can fly around quickly and shoot laser beams at unwary enemies. There's a hidden doorway in the grid of Blocks!

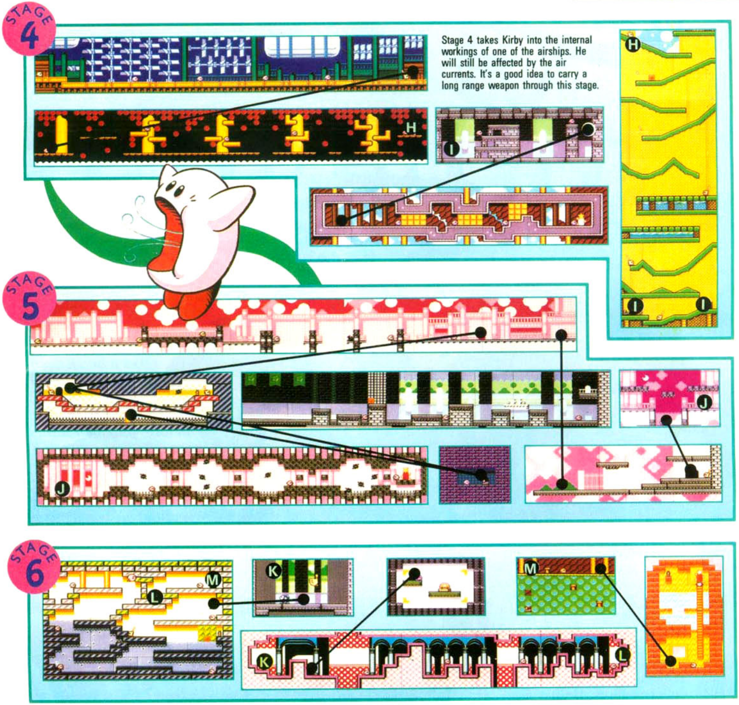




It's very easy for Kirby to take a few hits in this area because there are plenty of spikes that line the passages.



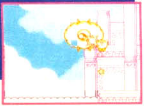
The second area of Stage 3 has one of the coolest looking maps in the game! Kirby will have to hop to and from giant airships (zeppelins, if you will) with whirling propeller blades. Don't worry about getting hit by the numerous propellers, they're harmless. It's a very good thing because Kirby will be blown around by the rapidly shifting air currents.



Stage 4 takes Kirby into the internal workings of one of the airships. He will still be affected by the air currents. It's a good idea to carry a long range weapon through this stage.

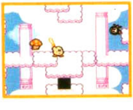
KRACKO

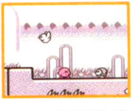
First of all, Kirby has to fly up through many levels of clouds to reach Kracko's lair. Move from side to side as Kracko gives chase. Secondly, Kirby should avoid Kracko's lightning attack by flying up and over the angry beast. When Kracko spits out a little creature, inhale it and then spit it back at its maker. Just repeat the process to bust the big balloon's bubble.



ON TO DEDEDE!

Levels 5, 6 and 7 still await our puffy little hero. King Dedede has laid many traps along the way. The difficulty level steadily increases through the rest of the game, but for advanced players, the challenge is not one that can't be overcome. Again, Kirby's Adventure is geared toward beginning players. They are the ones who will get the most enjoyment out of this really fun action game.





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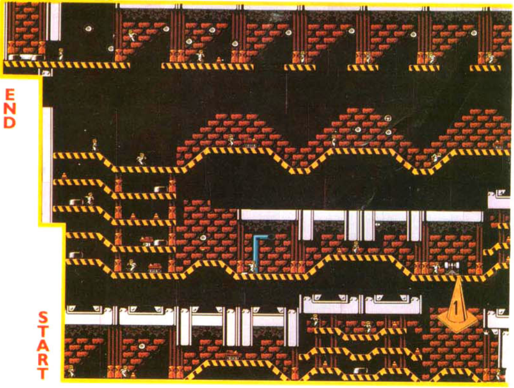
THE INCREDIBLE CRASH DUMMIES™

STUDENT DUMMY
STUDENT DUMMY

Spin and Slick are cruisin' in a new four-level, eight-stage adventure for the NES from LJN. This time, the Crash Dummy duo takes a break from the job to find buddies Darryl, Bumper and Spare Tire before Junkman turns them into scrap metal. It features both one- and two-player alternating modes, and although there is nothing new about the way it plays, the game has a fun theme.

When Darryl, Bumper and Spare Tire disappear, Slick and Spin know that trouble's brewing—and that Junkman is behind the disappearances. He has a horrible habit of dismembering Crash Dummies and using their parts to create Junkbots that he programs to obey only him. Slick and Spin have to find out where Junkman is holding their friends before he can recycle them into Junkbots. Their search starts in the Crash Test Center and takes them all the way to the Junkyard. Pull yourselves together, Slick and Spin, and be sure to buckle up before you start your search.

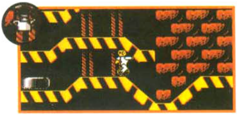


STAGE 1-1 CRASH TEST CENTER

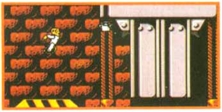
Junkman has posted several of his Junkbots in the Crash Test Center, and that's where Slick starts looking for his friends. The center has lots of barricades to jump over and caution cones to pick up. Slick can either avoid the 'bots or stun them for a short time by spraying them with Exhaust.

1 CHECK THE OIL

Although Slick has an unlimited supply of Exhaust to use on the Junkbots, he has limited range with the spray. Pick up the Oil Cans you come across to increase the spray's range.



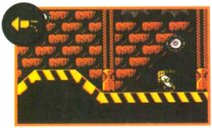
Get a running start from this point.



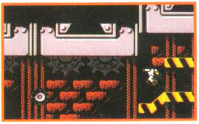
With momentum, you can jump up to the Oil Can.

2 DON'T LOSE YOUR HEAD

When you pick up a Rocket, Slick really flies. If he runs into a barrier at that speed, he'll lose his head. You have to find a spare to see where you're going.



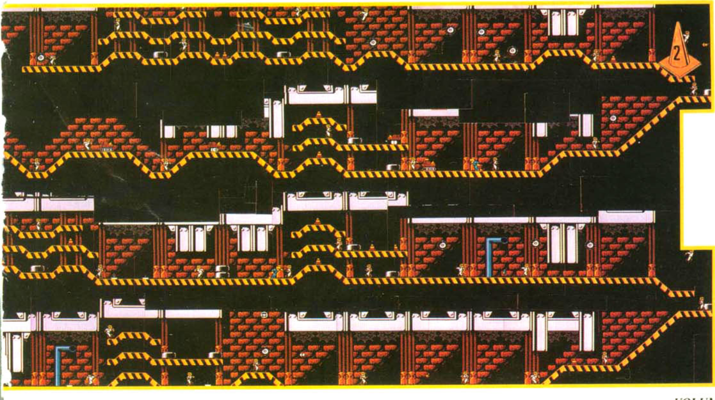
If you pick up a spare head when you don't need one, it will be added to your life meter.



Headless Slick is hard to control—he does just the opposite of what you want him to.

COLLECT CONES

Pick up as many red and yellow caution cones as you can. When you collect 50, you earn an extra life. What a slick trick!



STAGE 1-2 THE SEWER

P-U!
This job really stinks!

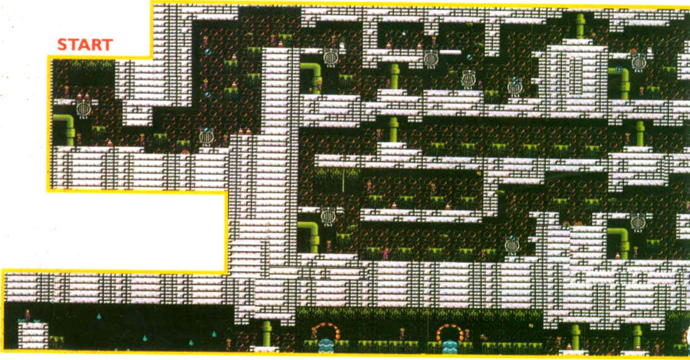
This time it's Spin's turn to jump into the action—and jump he does, right into a manhole that leads to the Sewer. It's dark, it's dank and it's dripping with toxic ooze, but rumor has it that one of the Junkbots is holding Bumper hostage somewhere down there.

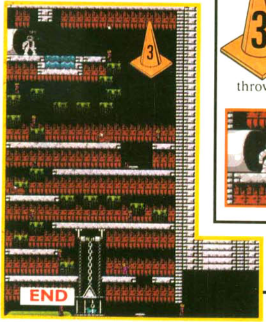
UNLEASH BUMPER

WELL, WE COVERED THE ENTIRE TEST CENTER FROM TOP TO BOTTOM AND DIDN'T SEE THEM ANYWHERE. WHAT DO WE DO NOW?

TEST CENTER

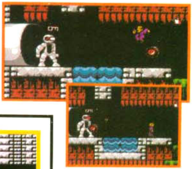
Bumper, the Crash Dummy Dog, is being held in a kennel under the watchful eye of one of Junkman's Junkbots. It's up to Spin to find the key and free the dog.





THE SEWER BEAST

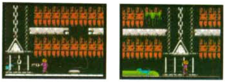
The Sewer Beast, a product of Junkman's warped mind, guards the key to Bumper's kennel. Jump up to get the Oil Can in the upper right, then jump the big tires that the beast throws and aim for his head and chest.



The Sewer Beast's eyes flash when he's about to throw a tire. Jump and fire.

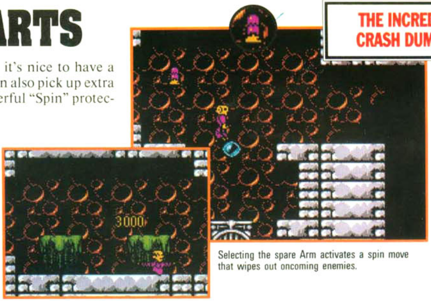
BAIL OUT BUMPER

After you make a scrap heap out of the Sewer Beast, take the key and return to the lowest level. Select the key and open the lock to free poor Bumper.

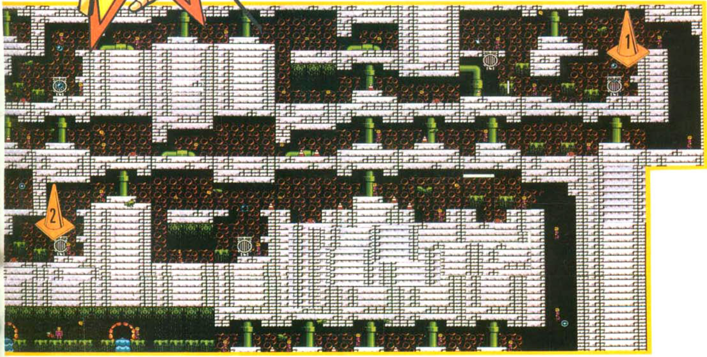


1 SPARE PARTS

When you lose your head, it's nice to have a spare in reserve. You can also pick up extra Arms that are powerful "Spin" protection.

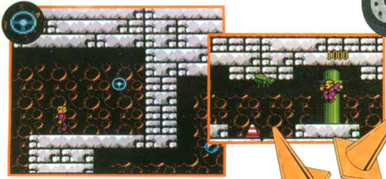


Selecting the spare Arm activates a spin move that wipes out oncoming enemies.

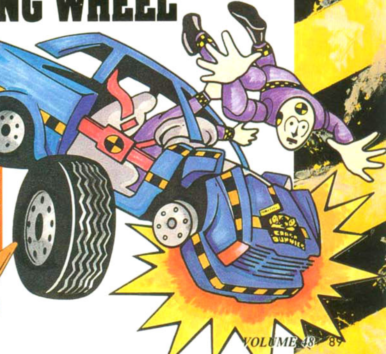


2 GRAB THE STEERING WHEEL

When Spin grabs the Steering Wheel, he'll start to flash, indicating that he's invincible. He can barrel right through enemies, wiping them out for good. It works for only a brief period, but it's effective.

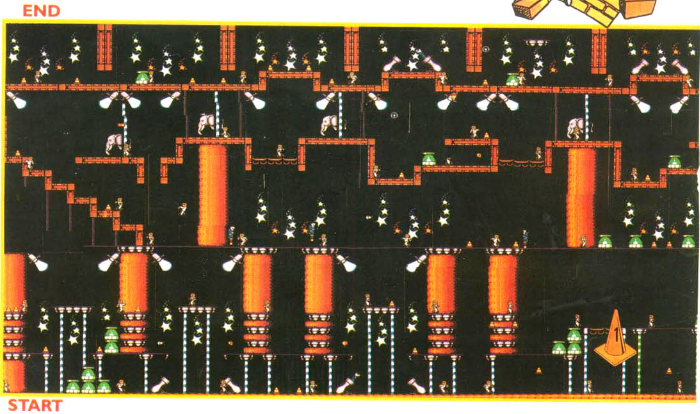


Take hold of the wheel for a wild ride.

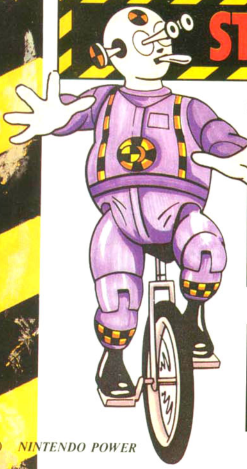


STAGE 2-1 THE BIG TOP

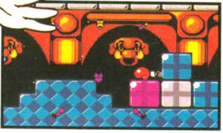
In Level 2, Spin and Slick run off to join the circus. It's every Crash kid's dream! Spin volunteers for the Big Top antics such as high-wire walking and trampoline bouncing. Watch out for the Acrobots that Junkman fires from his cannons—they can ground a dummy but good.



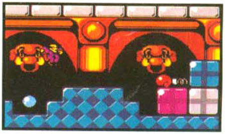
STAGE 2-2 THE FUN HOUSE



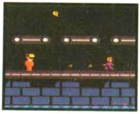
It's Slick's turn to clown around in the Fun House. He says that he loves Fun Houses, but this one is operated by the Junkman. It's packed with punches.



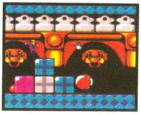
Don't get sucker-punched by this big boxing glove. If you get too close you'll go down for the count.



Stay a safe distance away as you jump over the flying objects.



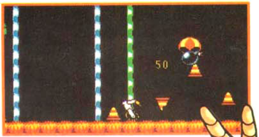
Don't lose your sense of direction when you step onto the moving sidewalks.

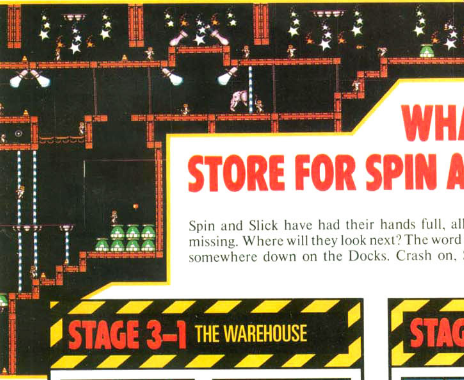


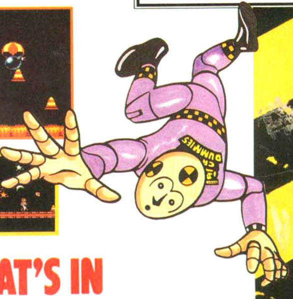
This is no beach party. Those crazy clowns drop beach balls that are nothing to laugh at. Ouch.

BOMBS AWAY!

Don't clown around. The parachute bombs may be cute, but they're no laughing matter. If you're anywhere near them when they explode, you'll lose your head—and your control of the situation, as well.



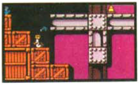




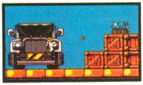
WHAT'S IN STORE FOR SPIN AND SLICK?

Spin and Slick have had their hands full, all right, but two of their friends are still missing. Where will they look next? The word on the street is that they might be hidden somewhere down on the Docks. Crash on, Spin and Slick.

STAGE 3–1 THE WAREHOUSE

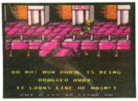


Pick up replacement body parts as you search the Warehouse.

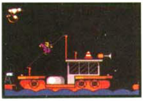


Junkbots patrol amid the trucks and containers in the yard.

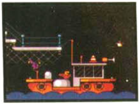
STAGE 3–2 AT THE PIER



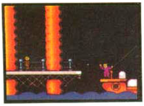
Darryl is being dragged away.



Something fishy is going on.

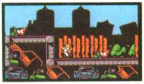


Ahoy, crash mate. Board the boat at the end of the pier.

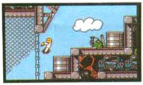


After you save Darryl, move on to the Junkyard.

STAGE 4–1 WRECKING YARD

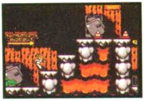


Hurry! Hustle through here.

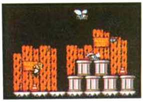


Don't wait around for enemies.

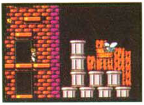
STAGE 4–2 JUNKMAN'S LAIR



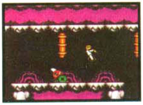
Where is he hiding?



Beware of pesky flies.



The Yard was a mess, but wait until you see Junkman's Lair.



You'll have to find the Junkman in order to save Spare Tire.

SUPER TURRICAN™

RAGE AGAINST THE MACHINE

The planet Landorin has been taken over by the armies of the MACHINE. The enslaved Landorins have sent out a distress signal. Turrican has answered the call!

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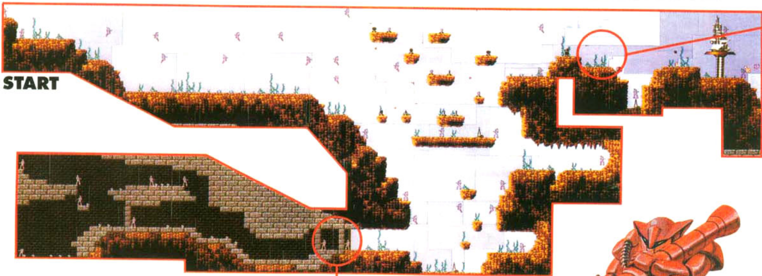
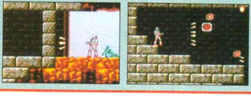
STAGE 1-1
CAVE AREA

Turrican is greeted with the barren surface of Landorin when he begins his mission. The goal is not marked, so just proceed to the right as far as possible.



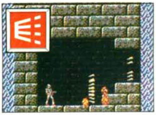
BLAST THE BARRIERS

To enter this cavernous area and pick up many Power-Up Items, Turrican simply has to fire his weapon at the walls. They will eventually crumble away.

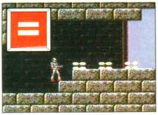


WEAPONS AND ITEMS

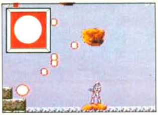
Turrican can fall back on superior firepower. It's up to you to provide the superior intelligence. The more Items Turrican picks up, the more powerful his weaponry.



The Multiple Shot spreads out as it leaves Turrican's gun. It's not very powerful at first, but picking up Power-Up Items increases its strength dramatically.



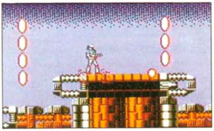
The Laser weapon has a high penetration rate. This is an excellent weapon to have if you are using a Controller with a turbo function, like the NES Advantage.

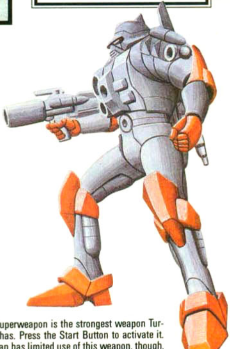


The Bounce weapon will ricochet several times off of various surfaces. The best time to have this weapon is when Turrican finds himself surrounded by obstacles.

BEAM POWER **SUPER WEAPON** **SHIELD** **LIFE FORCE**

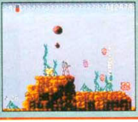
As a general rule: pick up every Power-Up Item you find. The only time you shouldn't pick one up is when you don't want to change weapons.





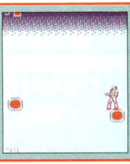
The Superweapon is the strongest weapon Turrican has. Press the Start Button to activate it. Turrican has limited use of this weapon, though.

METEOR SHOWER

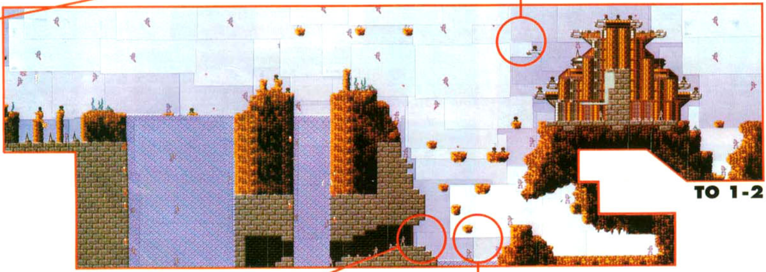


Proceed quickly to the right through this rocky area because a forceful torrent of meteors will fall out of the sky. Turrican's only defense will be to sprint for shelter.

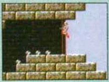
LONG JUMP TO A 1-UP



Shoot this Item Container to uncover it and then use it as a step to get out to the 1-Up on the far left ledge.

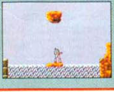


CAVE ENTRANCE



Turrican can go through this cave and jump to another cave on the other side of the waterfall to find a Power-Up Container.

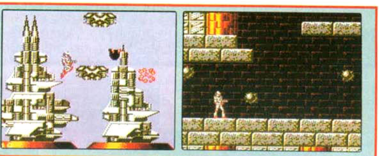
WATER ABYSS



There are two ways for Turrican to lose a life. One is to run out of energy. The other is to fall into an abyss, like this waterfall.

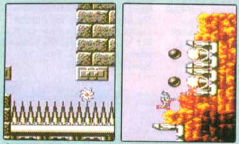
STAGE 1-2

The second section of Stage 1 is much like the first. Turrican will have to pass through many more areas that have spikes and spires. Remember to hold Down and press the Start Button to roll up into the Gyroscope when traversing the spikes. The Gyroscope will never take any damage when hit by an enemy.



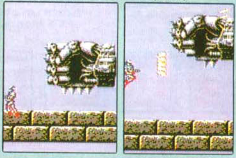
STAGE 1-3

The terrain in the third section of Stage 1 is becoming more developed. Turrican encounters more and more cannon installments as well as some new UFO-type enemies. Using the Gyroscope is also a necessary step for completing this section. Just make sure you're not standing on spikes when you come out of the Gyroscope.



Obviously, Turrican won't be able to get through this area if he is not in the Gyroscope's invincible form. When scaling cliffs, cautiously blasting cannons will pay off in the long run.

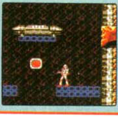
A huge iron-spiked fist is the boss near the end of Stage 1-3. Avoid it when it crashes into the floor (ouch!) and jump up to shoot at it repeatedly.



STAGE 2-1
SEWER AREA

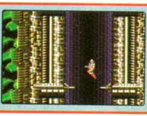
Turrican plunges fearlessly down a garbage chute and into the depths of the Landorin sewer system. He doesn't want to go into the sewer, but he knows it's an area on Landorin that he must rid of the invading scum.

DIAMOND CONTAINER

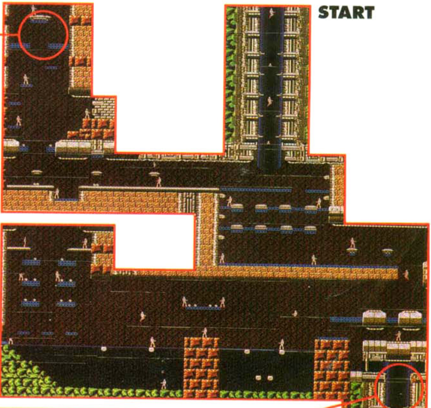


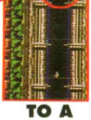
Upon falling down the garbage chute and entering the sewer system, Turrican should proceed to the left and up into another shaft area. There, he can uncover an Item Container that holds a bounty of valuable Diamonds.

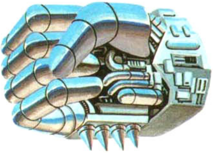
SHAFTED!

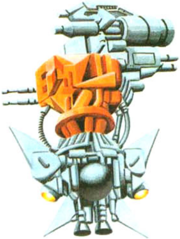


When falling down this shaft, stay in the middle to avoid the guns. Better yet, roll up into the Gyroscope before falling.



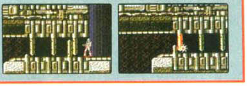


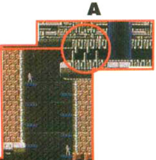


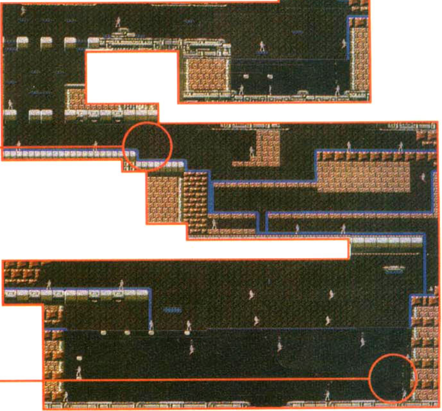


BARRIERS

There are six indestructible, vertically-moving barriers in this particular section. Turrican can make it through these barriers without taking a hit only if he tries to pass two at a time. However, the smart player will always take the easiest way and will opt to roll up into the Gyroscope and cut right through them.

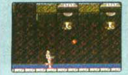






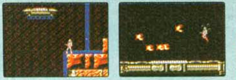
UNDERTOW

The undertow of the sewer system's drainfield won't have much effect on Turrican, but it could possibly drag him into an area where he doesn't want to go. Fight the current!



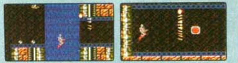
PAK O' PIRANHAS

Turrican will encounter swarms of hungry piranhas if he goes underwater. Shoot them just like any other enemy in the game.



STAGE 2-2

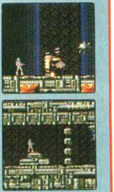
After falling down what appears to be a waterfall abyss in the first section of the stage, Turrican finds himself getting into deeper sewer surroundings. Overall, the whole game is fairly difficult, but this is where the difficulty level really starts to increase. The main things to watch out for in this section are the small missile launchers that are attached to the ceiling. Don't get caught off guard. Fire constantly while running and jumping to cover as much area as possible.

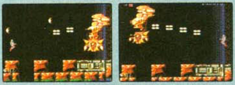


"Dead end" areas like this will usually hold helpful Item Containers. Most will be hidden.

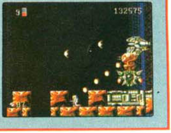
STAGE 2-3

The third part of Stage 2 isn't very lengthy, but there are some major areas of importance to mention. First, there is a long vertical shaft that constantly has garbage raining down through it. Turrican has to jump through the garbage in order to continue. He'll probably take a hit, but it's the only way through. If you use the Gyroscope, he'll likely end up falling into the abyss. Second, if the Superweapon is Powered-Up and you are patient, the boss should be no trouble at all for Turrican.



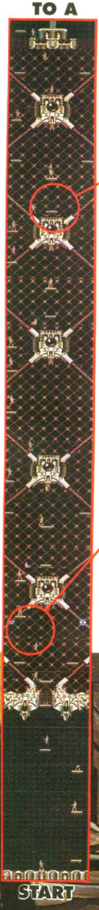


Turrican can jump up, start firing and go one-on-one with the boss, but crouching and hiding in the gap while using the Long Beam is a much better strategy.



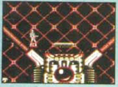
STAGE 3-1 VENTILATION SHAFT

Besides his vertical leap, a series of structures and lifts are all that Turrican has to help him up the long ventilation shaft. If Turrican falls off of a lift for some reason, it will always reappear in the same spot.



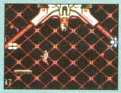
SAFE AREA

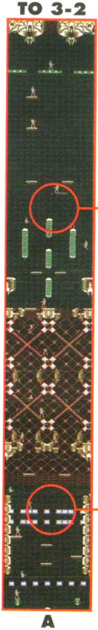
Once Turrican has cleared out all of the enemies and destroyed all of the laser turrets in a certain area, he should be safe. The large mechanical structures in the center of the shaft are safe to stand on.



CROSSFIRE

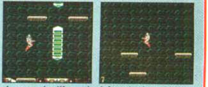
While riding up on the lifts, Turrican will encounter several diagonally-moving blue enemies. There are also laser turrets that shoot straight down. It's easy to get caught in the crossfire between the two when jumping from lift to lift.





UPLIFTING

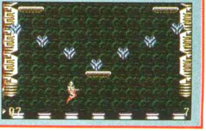
In the upper region of the ventilation shaft, Turrican will have to make more jumps in order to reach the top. Remember, if Turrican happens to fall off of one of the lifts, all is not lost. The lift will always reappear, no matter how many times it takes.

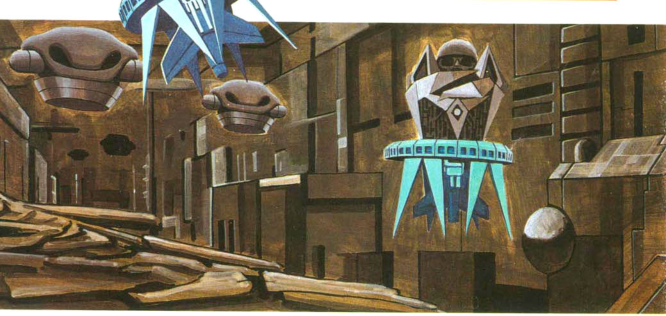


Jump to the lift on the left and take a big ride all the way to the top of the ventilation shaft.

FLYING V

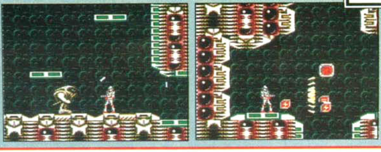
A formation of seven enemies will swoop down at Turrican in this area. Try to position him between two of them so he doesn't get hit. The enemies won't fire any shots so don't feel like you have to hurry.





STAGE 3-2

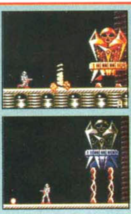
Several new types of enemies and traps will be encountered in the second area of Stage 3. Watch out for the spiders—they're fast! Make good use of the Superweapon to take out the laser installments that line the ceiling in certain areas.

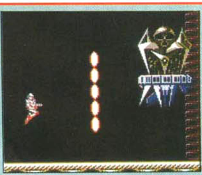


The Item Containers are still found here, but Turrican may have to search a bit harder for them.

STAGE 3-3

More of the same awaits Turrican in the third area of Stage 3. It just never ends! Well, it does end, but only if Turrican plays his cards right and uses his weapons to their full capabilities. When falling down the many shafts here, remember to roll up into the Gyroscope because there are usually plenty of pesky enemies waiting down below for our hero.

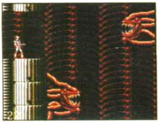




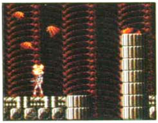
Shoot at the mechanical boss from the sides and then momentarily roll up into the Gyroscope when it unleashes its lightning attack.

STAGE 4 AND BEYOND

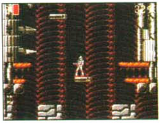
There are a total of five stages in the game. Turrican still has some major challenges ahead of him if he is set on rescuing the people of Landorin. Using your mapping skills will help you through the last two stages.



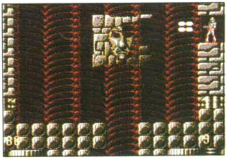
Don't be afraid of these demon heads. They're just decoys that were designed to throw Turrican off.

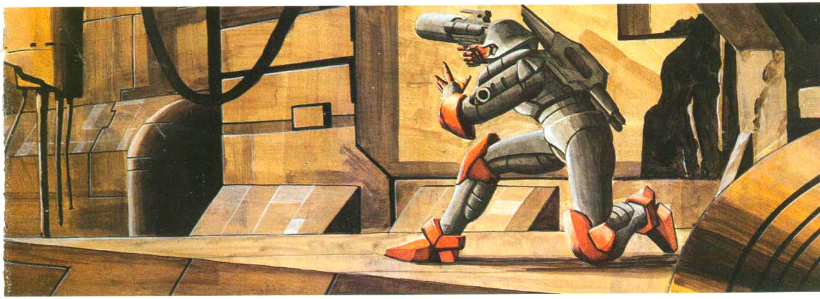


These bird-like enemies can create quite a swarm. A weapon that cuts a wide swath is great against them.



Danger on all sides will confront Turrican in each of the remaining areas in Stages 4 and 5.





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PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

PLAYER'S POLL

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A. Which of the following Grand Prizes do you like best for the Player's Poll Contest?

1. Special trips like this month's prize.
2. Movie related items like the Wayne's World prize.
3. Your own arcade games.
4. 25 Game Paks of your choice.

B. Which Player's Guide would you be most likely to purchase?

1. Super Mario Land and Super Mario Land 2--6 Golden Coins
2. The Legend of Zelda: Link's Awakening
3. Mario Paint Stamp Album
4. Street Fighter Ultimate Fighting Guide
5. 1993 Buyer's Guide to software for all 3 systems

C. Did you enjoy the Mario Paint special in the January Bonus Issue?

1. It was great.
2. It was O.K.
3. I didn't like it.
4. I don't have Mario Paint.

D. How do you like the new Power Player's Challenge?

1. I think it's great.
2. I like it.
3. It's O.K.
4. I don't like it.

E. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Sex

1. Male
2. Female

G. Please indicate, in order of preference, your five favorite Super NES games.

H. Please indicate, in order of preference, your five favorite Game Boy games.

I. Please indicate, in order of preference, your five favorite NES games.

J. Trivia Test: If Mario can stomp on 20 Koopas in 30 seconds, how many Koopas can Mario stomp in an hour?

Answers to the Player's Poll - Volume 48

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Please answer by circling the numbers that correspond to the survey questions above.

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J. Trivia Answer: ____

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5. Alien ^{3}
6. American Gladiators
7. Batman Returns
8. Battle Clash
9. Battle Grand Prix
10. Best of the Best
11. Bill Laimbeer's Combat Basketball
12. Bubsy - Claws Encounters of the Furred Kind
13. Bulls vs. Blazers
14. Contra III: The Alien Wars
15. Cybernator
16. Desert Strike
17. The Duel: Test Drive 2
18. Equinox
19. FaceBall 2000
20. Final Fantasy II
21. Final Fantasy Mystic Quest
22. Final Fight
23. Fire Power 2000
24. F-1 ROC
25. Football Fury
26. F-Zero
27. Hit the Ice
28. Inindo: Way of the Ninja
29. Jeopardy
30. Jimmy Connors' Pro-Tennis Tour
31. John Madden's Football '93
32. King Arthur's World
33. Krusty's Super Fun House
34. The Legend of Zelda—A Link to the Past
35. Lemmings
36. The Lost Vikings
37. Magical Quest Starring Mickey Mouse
38. Mario Paint
39. Mech Warrior
40. Monopoly
41. NBA All-Star Challenge
42. NCAA Basketball
43. NFL Football
44. NHLPA Hockey '93
45. Out of This World
46. Pilotwings
47. Pocky & Rocky
48. Push-Over
49. Road Runner's Death Valley Rally
50. Shadowrun
51. Shanghai II: Dragon's Eye
52. SimCity
53. SimEarth
54. The Simpsons: Bart's Nightmare
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56. Soul Blazer
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59. Star Fox
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62. Super Bases Loaded
63. Super Black Bass
64. Super Castlevania IV
65. Super Conflict
66. Super Ghouls 'N Ghosts
67. Super High Impact
68. Super Mario Kart
69. Super Mario World
70. Super Off Road
71. Super Slam Dunk
72. Super Smash T.V.
73. Super Star Wars
74. Super Strike Eagle
75. Tecmo Super NBA
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WAVES

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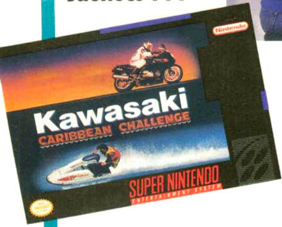

and from Gametek, —Kawasaki Caribbean Challenge Game Paks for your Super NES

THIRD PRIZE:
50 Winners

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OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 48 and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

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One entry per person, please. All entries must be postmarked no later than June 1, 1993. We are not responsible for lost, stolen or misdirected mail.

On or about June 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after June 30, 1993, send your request to the address above.

GRAND PRIZE: The Grand Prize winner will receive a Kawasaki TS Jetski, a flotation vest, and neoprene boots and gloves. If the winner is under 18, the prize must be accepted by a parent or legal guardian. Estimated value of the grand prize is $5000. Some restrictions apply.

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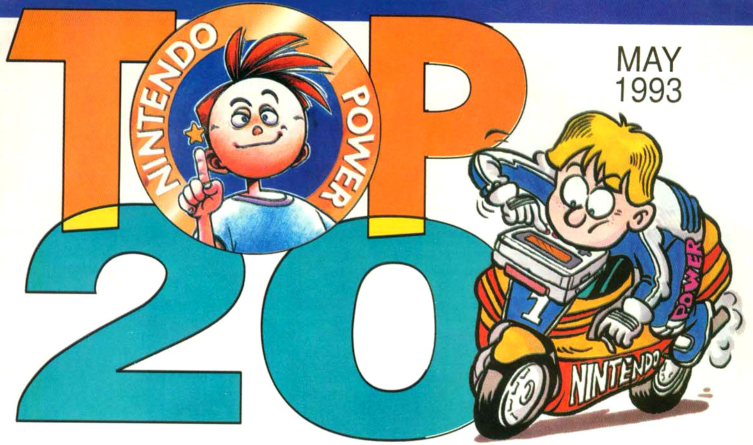


MAY
1993

Super Mario Land 2 - 6 Golden Coins and Street Fighter II hold their positions, while The Legend of Zelda has climbed to the top of the NES chart. Even though The Legend of Zelda: Link's Awakening won't be released for several months, the Pros' excitement over the Game Boy title has put it on the chart.

SUPER NES

1 19,798 POINTS
11 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

Fighting hard to hold on to number one, Street Fighter II proves it has what it takes to stay on top. Who will beat the World Warrior?

2 17,476 POINTS
6 MONTHS

SUPER MARIO KART

Mario and his fellow racers have pulled into second this month. They are all ready to shift into high gear in the race for first place.

3 16,040 POINTS
17 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST

Never fear Link, the top of the chart is still within your grasp. Swing that Master Sword! Find that Triforce!

4 10,555 POINTS

STAR FOX

Fox McCloud's mission to save Corneria has gotten the Pro votes this month.

5 9,816 POINTS

MARIO PAINT

The creative twist of this game makes it a favorite for everybody. What can you paint?

6	6,957 POINTS	SUPER STAR WARS
7	5,486 POINTS	NCAA BASKETBALL
8	5,270 POINTS	TMNT IV: TURTLES IN TIME
9	5,085 POINTS	FINAL FANTASY II
10	4,438 POINTS	JOHN MADDEN'S FOOTBALL '93
11	3,981 POINTS	SUPER MARIO WORLD
12	3,907 POINTS	BULLS VS. BLAZERS AND THE NBA CHAMPIONSHIP
13	3,820 POINTS	SIMCITY
14	3,722 POINTS	EQUINOX
15	3,585 POINTS	NHLPA HOCKEY '93
16	3,527 POINTS	CONTRA 3: THE ALIEN WARS
17	3,489 POINTS	WING COMMANDER
18	3,479 POINTS	ROAD RUNNER'S DEATH VALLEY RALLY
19	3,328 POINTS	THE MAGICAL QUEST STARRING MICKEY MOUSE
20	3,231 POINTS	F-ZERO

GAME BOY

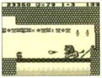
1 28,944 POINTS 6 MONTHS

SUPER MARIO LAND 2- 6 GOLDEN COINS

Mario's fight against Wario will be a classic. This hot game scored almost twice as many votes as the second place game.

2 15,681 POINTS 15 MONTHS

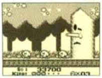
SUPER MARIO LAND



Mario is hot this month. The only game that can beat Super Mario Land is Super Mario Land 2!

3 12,865 POINTS 4 MONTHS

KIRBY'S DREAM LAND



The cute little hero has worked his way back towards the top. Can he retake number one on his quest to save Dream Land?

4 12,707 POINTS

METROID II: RETURN OF SAMUS

Samus has slipped down into the number four spot. She needs to fight harder to stay on top.

5 10,465 POINTS

DR. MARIO

The Doctor is back to fight those pesky little viruses. Mario's got the cure for what ails you!

6	6,430 POINTS	TETRIS
7	6,390 POINTS	THE REN & STIMPY SHOW
8	6,321 POINTS	BATTLETOADS
9	5,431 POINTS	MEGA MAN III
10	5,219 POINTS	FACEBALL 2000
11	4,393 POINTS	FINAL FANTASY ADVENTURE
12	4,100 POINTS	THE LEGEND OF ZELDA: LINK'S AWAKENING
13	3,839 POINTS	BIONIC COMMANDO
14	3,651 POINTS	TMNT II: BACK FROM THE SEWERS
15	3,522 POINTS	FINAL FANTASY LEGEND
16	3,114 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
17	3,092 POINTS	ALIEN^{3}
18	2,865 POINTS	YOSHI
19	2,710 POINTS	MEGA MAN II
20	2,673 POINTS	FINAL FANTASY LEGEND II

NES

1 14,227 POINTS 56 MONTHS

THE LEGEND OF ZELDA

A re-release of this all-time classic has put Link back on top of the charts again. Grab your controller and save Zelda again!

2 13,552 POINTS 43 MONTHS

SUPER MARIO BROS. 3

Strong player and dealer support keep this game at the top of the charts. Mario is just waiting to jump into the top spot.

3 11,328 POINTS 15 MONTHS

TECMO SUPER BOWL

Super Tecmo Bowl has been tackled for a loss this month. Will it score like the champion it is next month?

4 9,965 POINTS

MEGA MAN V

The little blue robot warrior has blasted up the charts to number four this month.

5 7,840 POINTS

DR. MARIO

The Doctor appears twice this month in the Top 20. He must be doing something right!

6	7,692 POINTS	FINAL FANTASY
7	6,590 POINTS	METROID
8	5,416 POINTS	MEGA MAN IV
9	4,984 POINTS	TETRIS
10	4,970 POINTS	BATTLETOADS
11	4,716 POINTS	SUPER MARIO BROS. 2
12	4,312 POINTS	TECMO NBA BASKETBALL
13	4,184 POINTS	CRYSTALIS
14	3,958 POINTS	TMNT III: THE MANHATTAN PROJECT
15	3,783 POINTS	ZELDA II: THE ADVENTURE OF LINK
16	3,556 POINTS	MEGA MAN III
17	3,535 POINTS	DRAGON WARRIOR IV
18	3,471 POINTS	MEGA MAN
19	3,317 POINTS	MEGA MAN II
20	3,114 POINTS	LITTLE NEMO THE DREAM MASTER

NOW PLAYING

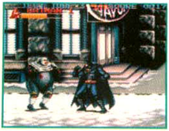
MAY
1993

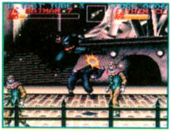
LOOK FOR THESE RELEASES SOON

BATMAN RETURNS

Company .... **Konami**
Suggested Retail Price .... **Not Available**
Release Date .... **April**
Memory Size .... **8 Megabits**
Game Type .... **One-player street fighting action and driving**

This long awaited action game is worth the wait. The Dark Knight of Gotham takes on the Penguin and Cat Woman with the help of some bat toys and the Batmobile. Konami used elements from the movie to great effect, including excellently reproduced still-frame cinema scenes and the digitized musical score. What's really impressive, though, is the great action. Batman has plenty of moves and superior animation brings it home, as you'll see in this month's review.





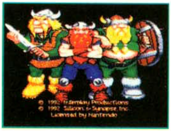
+ The graphics are top notch and the digitized musical score from the movie really adds to the feeling of being in Gotham. Fighting control and animation are also excellent. The cinema scenes were digitized from the movie, as well.

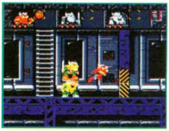
− More variety in the play beyond street fighting and driving would have made this a better and deeper game.

THE LOST VIKINGS

Company .... **Interplay**
Suggested Retail Price **$49.95**
Release Date .... **May 1993**
Memory Size .... **8 Megabits**
Game Type .... **Side-scrolling action with three characters who work as a team**

One of the most unique game ideas to come along in a long time is The Lost Vikings. Erik the Swift, Baelog the Fierce and Olaf the Stout must work together to overcome countless obstacles. Their goal is simply to get back home. The problem is that aliens have scooped them out of their own time and plopped them down in a far more ancient period. What's a Viking to do? Go for it! There are six stages including prehistoric caves, ancient Egypt, a machine world, a spaceship, and more. Read this month's review for some of the answers on how to get these Norse nomads back home.





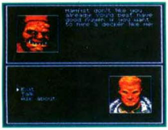
+ Unique game play sets this Pak apart, but the graphics and animation are wonderful. The text is often hilarious, too. Very inventive stages and enemies keep players wanting more and looking ahead.

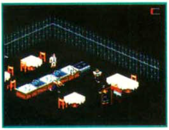
− The game control of using three characters can be awkward, especially when you're getting used to the game.

SHADOWRUN

Company .... **Data East**
Suggested Retail Price **$69.95**
Release Date .... **May 1993**
Memory Size .... **8 Megabits**
Game Type .... **Action adventure based on FASA's futuristic RPG**

Enter the dark, future world of magic and high tech known as Shadowrun. An overhead view and sprawling world make for a great game of exploration and danger. You start the game in the morgue on a slab. Why? How? What do you do now? Those questions and more will be answered in this month's Power review.





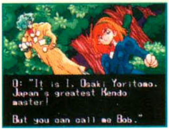
+ Fans of Shadowrun have got to cheer for this faithful video version of the FASA RPG. The action and adventure elements of this game take it beyond the realm of standard RPGs. A great story and depth of play.

− The graphic characters are small and not very detailed. Scrolling through the key words during conversations becomes repetitious. The game play at the beginning is without clear goals, which can be frustrating.

KENDO RAGE

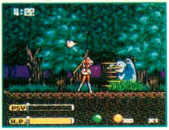
Company....Seta
Suggested Retail Price....$59.95
Release Date....May 1993
Memory Size....8 Megabits
Game Type....Seven stages of comic action for one player

Jo, a valley girl from the U.S., is sent to Japan for summer school only to find herself in the middle of an adventure. It seems her Kendo master (Osaki a.k.a. Bob, who also doubles as a used car salesman) has decided to test her by having her battle evildoers on the way to school. Luckily for Jo, she's a quick study at Kendo, and she's learned to whack bad guys with her bamboo stick and can use Psy power for extra special effects. Big characters and a Japanese-looking cartoon animation style are well suited to the game. The valley speak is like, pretty funny, especially when it appears in a Japanese cartoon. It's nice to see a game that doesn't have the destruction of Earth as its major theme. The real strengths of Kendo Rage, however, are very solid action and play control. The challenge can be adjusted to suit your skill level, so this game is really for everyone.



O: "It is I, Osaki Yoritomo. Japan's greatest Kendo master!

But you can call me Bob."



+ Good play control in spite of slightly stiff animation. You can attack both straight up and straight down. The cinema scenes and introduction are tongue-in-cheek and funny. Skill level options for Easy, Normal and Hard.

− Not as much creativity was used in creating the action stages as the intro. The enemies, except for the bosses, are standard fare, and the stages don't reflect the sense of humor evident at the beginning.

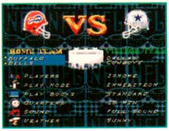
NFL FOOTBALL

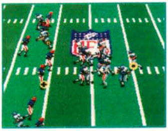
Company....Konami
Suggested Retail Price....Not Available
Release Date....May 1993
Memory Size....8 Megabits
Game Type....NFL football simulation for one or two players

All 28 teams of the NFL appear in Konami's first major Super NES sports title. The game features a unique Mode 7 rotation feature on kicks and passes, and one of the best digitized voices ever for the announcer.The play by play is limited to non-color descriptions of the action on the gridiron, but it doesn't repeat constantly so it isn't as annoying as it is in so many sports games. Other features include your choice of playing surfaces and whether to have shorter period lengths.

The NFL license doesn't mean NFL players are included, however, which means no roster adjustments or substitutions are possible. Playoffs with selected teams work with a Password, but there is no full season schedule.Unfortunately, you don't get the chance to choose your favorite team to be in the playoffs. All the NFL teams do exhibit the real characteristics of the actual team, which means you have a strong passing attack with Buffalo and a great running game with teams like Kansas City.

The truly radical thing about this game is the use of Mode 7 rotation during passing and kicking plays. Once a pass has been thrown, the view of the field rotates from the side so that you now have the viewpoint of the receiver looking back at the quarterback and the approaching pass. Take a closer look in this month's Sports Scene for the full score on this pigskin Pak.





+ Excellent play-by-play digitized voice. Good selection of plays.

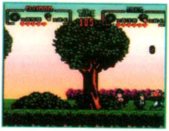
− Awkward use of Mode 7 rotation during kickoffs and pass plays. Indecipherable scoreboard. Lack of control on pass plays. Extremely awkward control of defense. No option to move defensive players before the snap.

THE BLUES BROTHERS

Company....Titus
Suggested Retail Price....$59.99
Release Date....May 1993
Memory Size....8 Megabits
Game Type....Side scrolling action based on the SNL characters

Jake and Elwood have been in hiding for years, but they're back in public view in Titus' second Super NES game, The Blues Brothers. This romp is strictly a platform game, but the further you go, the more hidden items you'll have a chance to find. What really sets this game apart, however, is the two-player simultaneous mode that allows the Blues Brothers to interact on the screen. The big colorful graphics look great, but they won't remind anyone of SNL. Neither will the situations. The Bros. are in a typical comic action game world in which enemies of incredible diversity and weirdness are everywhere and the only goal is to hop and stomp your way to the end of the current stage. For most players, a license as old as the Blues Bros. is meaningless anyway, so what remains is a pretty good platform game with enough challenge to make you sing the blues.

PRESS SELECT



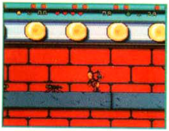
+ Good graphics and solid action play. Fairly good play control and enough variety and challenge to keep players coming back.

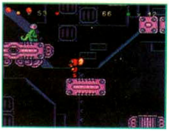
− Don't expect to hear the blues in the background. The music tends to be the bouncy stuff associated with standard action games.

TOM & JERRY

Company	Hi Tech
Suggested Retail Price	Between $50-59
Release Date	May 1993
Memory Size	4 Megabits
Game Type	Comic action for one or two players in alternating play

Tom & Jerry are at the movies. In fact, they've been to a screening of their own debut film, but now it's time to go home and the old cat and mouse games begin. In this side-scrolling action game based on the cartoon duo, Jerry must scurry home while avoiding all sorts of dangers, from roaches to wrecking balls, and, of course, the ever-hungry Tom. In the two-player mode, one player takes the role of Tuffy, Jerry's nephew. There are four areas with multiple stages in each, taking you through the Theater, the Junk Yard, the Toy Store and the House. One unique feature is Jerry's hit meter. Look at his face and you'll see the expression change when he's been hit. If he looks like he's seen a ghost, or a cat, that means he's only got one hit left. As in previous Tom & Jerry games, our mouse hero collects cheese and marbles. The marbles are used to attack enemies. Cheese restores stamina or earns 1-Ups. If all goes well, Jerry will reach his mouse hole in safety.





+ Good graphics and fairly sharp play control get this game off to a good start.

− The game isn't very deep or challenging.

FOOTBALL FURY

Company	American Sammy
Suggested Retail Price	$59.95
Release Date	May 1993
Memory Size	8 Megabits
Game Type	Football for one-player or two-player simultaneous play

Although this American Sammy football game doesn't have an NFL license, it includes all 28 NFL cities with fictitious teams. Play choice is similar to the John Madden series of football games in that you choose a formation, then a play. The action is pretty simple, but it's also easy to get the hang of it.

+ Easy to learn and play.

− Fewer offensive and defensive plays than most other Super NES football games. Defensive players near the ball carrier move at unrealistic speeds. Poor manual.

OUTLANDER

Company	Mindscape
Suggested Retail Price	$49.95
Release Date	April 1993
Memory Size	8 Megabits
Game Type	Driving action for one player

The Wasteland is no place for the weak of heart. As you race through the desert on your mission to reach Dr. Beaumont, you'll face bikers, helicopters, truckers and thugs alongside the road. Most of the action takes place in a behind-the-steering-wheel view, but you'll have to get out of the car and scavenge for items and weapons when you reach towns and other areas. A dashboard map can be displayed to show the areas through which you've driven. As you progress, you can pick up superior weapons such as surface-to-air missiles. One look at this hybrid will make most players think of Mad Max, and the feeling of that movie is very much in evidence. If you want a different sort of racing game, take a look at Outlander.

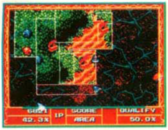
+ The driving sequences are fairly realistic with good graphics and play control.

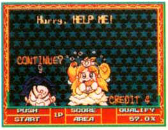
− The action outside the car doesn't have the quality of animation of the driving sequences. It's hard to tell if you're making progress.

BIZYLAND

Company	Seta
Suggested Retail Price	$59.95
Release Date	April 1993
Memory Size	4 Megabits
Game Type	Puzzle action for one or two players

The people of Bizyland have vanished. You might even say that they've been framed. To put them back in the picture, you must use the magic chalk to outline areas within a frame and free the people. When the entire picture within the frame appears, you've completed the area and will move onto the next. The challenge comes from avoiding the various enemies controlled by Queen Wagamama. Fans of Qix, a Nintendo Game Boy title, will find the same style of play in Bizyland.





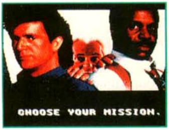
+ Beautiful pictures are revealed by clearing a stage.

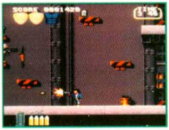
− The challenge is very limited by either action game standards or puzzle game standards. It is really a game for young or inexperienced players.

LETHAL WEAPON

Company	**Ocean**
Suggested Retail Price	**$59.95**
Release Date	**April 1993**
Memory Size	**8 Megabits**
Game Type	**Side-scrolling action based on the movie**

You all know the plot. Two L.A. cops, one nuts, one responsible, are on the loose in the midst of crime and degradation. The first thing you'll notice is that the character of Murtaugh (Mel Gibson) looks more like a fat, mean elf, and the same is true of Riggs. Big heads, little bodies. The graphics seem like a simplified version of the original Addams Family game, and fail to capture the feeling and excitement of an action film like Lethal Weapon. Too bad. The license seems like a natural for an action Pak. The one thing going for this game is that the actual play control is far better than either the Game Boy or NES versions.





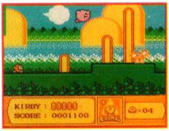
+ Good sound and fair challenge.

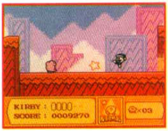
− The hit detection seems to allow for your character to take hits while he is unable to inflict damage on enemies. The game never lives up to the excitement of the movie.

KIRBY'S ADVENTURE

Company	**Nintendo**
Suggested Retail Price	**$39.99**
Release Date	**May 1993**
Memory Size	**6 Megabits**
Game Type	**One-player huff and puff action based on the Game Boy character**

Kirby, that inflatable hero of Dream Land, is back in action, this time on the NES. As in his last adventure (or action adventure to be precise), he can inhale his enemies and shoot them back out again. In this adventure he can fly by inhaling and he can even shrink into a tiny ball whenneed be. He also has to use items, find Power-Ups and hidden areas, bonus stages and much more. This massive 6 megabit game should keep Kirby's fans excited with great exhalations. If you have an inflated opinion of your skills, you won't have to bother reading all the tips in this month's Power review. But if you'd like to expand your horizons, be sure to read about the latest Kirby action.





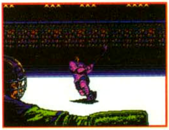
+ Great variety of stages, good play control and fun action are the strengths of this game. The background graphics are excellent for the NES.

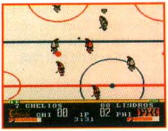
− The theme may be younger than the challenge.The regular sized Kirby still seems small, and the tiny Kirby seems almost microscopic.

PRO SPORT HOCKEY

Company	**Jaleco**
Suggested Retail Price	**Not Available**
Release Date	**April 1993**
Memory Size	**2 Megabits**
Game Type	**Hockey for one or two players**

Although Jaleco didn't get the NHL license for this NES hockey simulation, they did score the NHLPA license, meaning that the players from the NHL are represented in the game along with their playing strengths. The action on the ice is fast, realistic and hard hitting. The refs will call fouls and throw your players in the penalty box unless you choose the No Penalty option. Using the Password feature, one player can advance through the season to the USA championship. There is also a training mode, in which you control either the offensive player or defensive player in a one-on-one shootout. Other features include the ability to change rosters, choose an offensive scheme or zone or man-to-man defense.





+ This is one of the better sports titles for the NES that has appeared recently. Lots of options, real NHL players, password feature and championship, plus two-player simultaneous play and fairly realistic action all combine to make Pro Sport Hockey a winner.

– The training mode doesn't help prepare you for action on the ice because it is nearly impossible to score. Character flicker is bad when all the players are in one area of the rink.

HIT THE ICE

Company	Taito
Suggested Retail Price	Not Available
Release Date	May 1993
Memory Size	2 Megabits
Game Type	Ice hockey with a special Quest Mode

As a two-player game, Hit The Ice is your standard hockey simulation with two characters per team plus a goalie. In the Quest Mode, players roam about an overworld, collect money and experience points from pick-up matches while searching for the five major rival teams. To reach the championship, of course, you must find and beat the main opposing teams. Since you don't have full teams on the ice, you aren't going to experience true hockey action. Fighting is one of the main activities, and you won't get penalized for body checks and other illegal moves.

+ The characters are much smaller than in the Super NES version of the game, which results in more realistic hockey action. The Quest Mode is one of the more unique approaches to a sports game.

– There is no true hockey action with only three players per side. Character flicker can be a problem when all the players are in one area.

SUPER TURRICAN

Company	Seika
Suggested Retail Price	$39.95
Release Date	May 1993
Memory Size	2 Megabits
Game Type	Sci-fi adventure

Futuristic adventure comes to the NES with Seika's Super Turrican. The action may be side-scrolling, but each stage has multiple passages and hidden areas to explore. Don't let the "Super" in the title fool you—it stands for super challenging! Luckily, you have plenty of weapons to help you wipe out the alien threat. This issue's in-depth review will help you do just that.

+ A true challenge for Power Players! Option settings include an increased number of Lives and Skill Level. The attack strategies are practically unlimited. You don't have to blast aliens. You can also stomp on them.

– Some of the Controller functions are too complex for the speed at which you must react.

THE INCREDIBLE CRASH TEST DUMMIES

Company	Acclaim
Suggested Retail Price	Between $47.95-49.95
Release Date	April 1993
Memory Size	3 Megabits
Game Type	Comic Action

The Incredible Crash Test Dummies may be the official spokes-dummies for safety, but they don't take their own advice in Acclaim's new NES title. This side-scrolling action game starts out with Spare Tire and Daryl falling into the clutches of Junkman. Apparently, he wants to use their spare parts to make Junkbots. Your job is to find his secret hideout and rescue your buddies. You can learn more about this game in this month's NES review.

THE INCREDIBLE
CRASH
DUMMIES

+ Good graphics and play control.

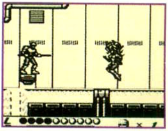
– The stages aren't as imaginative or funny as those in the Game Boy title, nor do they fit the theme as well.

ZEN: INTERGALACTIC NINJA

Company	Konami
Suggested Retail Price	Not Available
Release Date	May 1993
Memory Size	1 Megabit
Game Type	Side-scrolling action for one player

Zen, the hero from beyond the stars, returns to Earth in this Game Boy action romp from Konami. The action scrolls both vertically and horizontally as Zen pursues environmentally corrupt fiends through five stages. Clean up with tips from our Power review.

LORD CONTAMINOUS IS TRYING TO DESTROY EARTH.



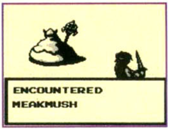
+ Excellent control and graphics make Zen as playable as the classic Ninja Gaiden series from Tecmo.

– Not as varied as the NES version of Zen.

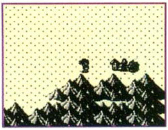
GREAT GREED

Company .... Namco
Suggested Retail Price $37.95
Release Date .... March 1993
Memory Size .... 2 Megabits
Game Type .... RPG with environmental and ethical themes

You're out hiking one day when suddenly you're zapped into an alternate reality—the Kingdom of Greene. Here you'll be attacked by the evil Biohaz. Moral dilemmas must be considered and your choices will come into play later in the game, possibly to haunt you. Fighting control during battles is real-time unlike most RPGs. You'll actually be attacked if you don't move! So, if you've been waiting for a new RPG with a difference, check out this month's Game Boy review.



ENCOUNTERED
MEAKMUSH



+ You can set up custom Attack controls. You can save at any point. Good scope and depth to the game.

− Some of the clues are not well directed, resulting in needless wandering about the map.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
AMERICAN GLADIATORS	GAMETEK	2P-A	3.3	2.2	2.8	3.0	ATHLETIC EVENTS
BATMAN RETURNS	KONAMI	1P	4.5	4.0	3.9	3.7	HERO ACTION
BLUES BROTHERS	TITUS	2P-S	3.5	3.1	3.3	3.0	COMIC ACTION
BIZYLAND	SETA	2P-A	3.1	3.2	3.0	2.9	PUZZLE ACTION
FOOTBALL FURY	AMERICAN SAMMY	2P-S	3.0	3.0	3.2	3.1	FOOTBALL
KENDO RAGE	SETA	1P	3.5	3.3	2.9	2.8	ACTION
LETHAL WEAPON	OCEAN	1P	3.2	2.8	3.2	2.8	HERO ACTION
THE LOST VIKINGS	INTERPLAY	2P-S/PASS	4.2	2.8	3.2	4.0	ACTION
NFL FOOTBALL	KONAMI	2P-S/PASS	3.0	3.0	3.5	3.0	FOOTBALL
OUTLANDER	MINDSCAPE	1P/PASS	3.1	2.5	2.9	3.3	DRIVING ACTION
SHADOWRUN	DATA EAST	1P/BATT	3.0	3.3	4.0	4.5	RPG ADVENTURE
TOM & JERRY	HI TECH	2P-A	3.2	3.5	2.8	2.8	COMIC ACTION

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
HIT THE ICE	TAITO	2P-S/BATT	3.0	2.5	2.5	2.5	RPG HOCKEY
THE INCREDIBLE CRASH TEST DUMMIES	ACCLAIM	2P-A	3.5	4.0	4.0	4.0	COMIC ACTION
KIRBY'S ADVENTURE	NINTENDO	2P-A/BATT	3.5	3.5	4.0	4.0	ACTION ADVENTURE
PRO SPORT HOCKEY	JALECO	2P-S/PASS	2.5	3.5	3.5	3.5	ICE HOCKEY
SUPER TURRICAN	SEIKA	1P	3.0	2.7	3.5	2.8	ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
GREAT GREED	NAMCO	1P/BATT	3.2	3.0	3.1	2.8	RPG
ZEN: INTERGALACTIC NINJA	KONAMI	1P	3.4	3.9	2.8	3.2	RPG

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO
POWER

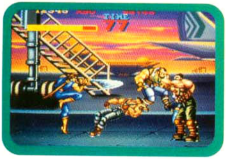
A LOOK INTO THE GAMES OF THE FUTURE

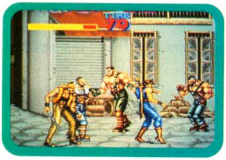
PAK WATCH

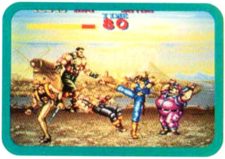
FINAL FIGHT II

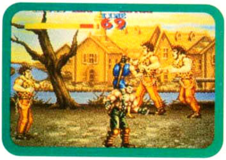
CAPCOM

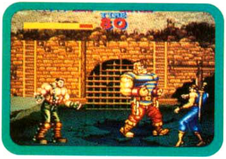
The Mad Gear Gang will soon be back to its old tricks when Capcom's Final Fight II appears later this summer. You can bet that the Mayor of Metro City, Mike Haggar, will be back in the thick of the action, too. It seems that his martial arts master, Gen-Ryu-Sai, has been kidnapped! The original Final Fight, which was based on a hit arcade game, featured giant characters and excellent street fighting action in a scrolling mode. That's the same story with Final Fight II, but the graphics are even better and the fighting animation seems closer to Street Fighter II. In an early version that this Pak Watcher played, there was even a cameo appearance by a character from Street Fighter II, although we won't reveal who she is just yet. The action is all that is advertised. Using Haggar, or either of his two comrades, Maki and Carlos, you'll have command of six special moves per player. Haggar's background as a pro wrestler is revealed in his moves, like the Spinning Pile Driver and Body Press. Maki, the daughter of Gen-Ryu-Sai, has moves used by ninjas, and Carlos prefers attacking with a sword. As in the original game, you won't be limited to the use of your fists. If you come across an item on the ground, say a knife or a length of pipe, you can pick it up and swing it at your foes. There are also Power-Up items. This two-player simultaneous game may not have as much hype as Street Fighter II, but it is bound to be one of the major titles of the year—a must have for street fighting fans.

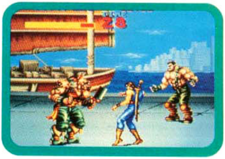








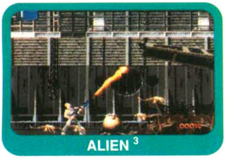




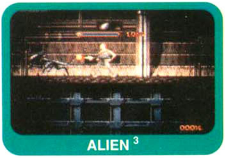
ALIEN ^{3}

ACCLAIM

Acclaim's latest movie license may prove to be its best, at least as far as the game is concerned. This sci-fi Super NES title was one of the most promising games in early development at last Winter's CES, and since then it has only gotten better. Although the action scrolls horizontally and vertically, Ripley (your character) has freedom of motion within any part of the compound. She has tasks to perform in the different areas of the compound in addition to rescuing the human captives. The adventure element of the game makes it more complex than most side-scrollers, and the play control, even on the early version that your Pak Watcher played, seemed very responsive. The second big movie title due this summer is T2: Judgment Day. Scene by scene, T2 follows the action of Arnold's biggest hit, from blasting the T2000 in the mall to blowing away a small army single-handedly. It looks cool.



ALIEN ^{3}



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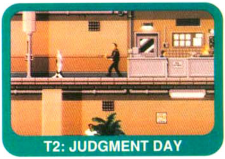
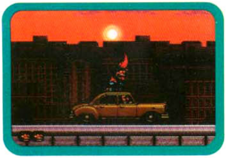


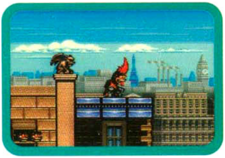
T2: JUDGMENT DAY

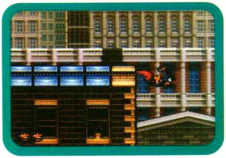
ROCKY RODENT

IREM

Several months ago, Irem couldn't decide what sort of critter they had in their new action game, Rocky Rodent. Sometimes it looked like a cat, sometimes a rat, sometimes something completely different. So they decided to call it a rodent, period. While Rocky's ancestry may be shaky, his game is solid. He's a cool, side-scrolling rodent who uses his heavily moussed hair to smack enemies. In fact, his horn of hair is so hard, he can use it as a spike to stick in buildings and flip himself to higher levels. The action varies per level, with everything from basic running and jumping to driving. This Pak Watcher had a good time playing an early version, although Rocky seemed to move slower than other famous video game rodents.



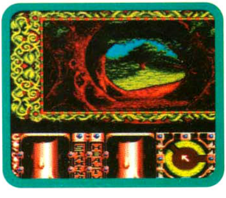


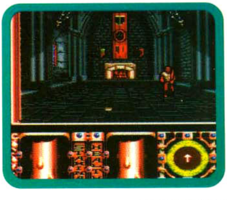


OBITUS

BULLET PROOF SOFTWARE

BPS has a reputation for innovative games like Faceball 2000. Now comes a unique RPG called Obitus, which was developed by Psygnosis of Lemmings fame. Obitus combines first person RPG scenes with side-scrolling scenes. In the five castle areas, your character can move into the 3-D view of the room to use items and fight. Outside the castles, the first-person view features good graphics and standard RPG play.

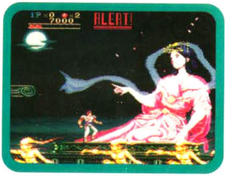


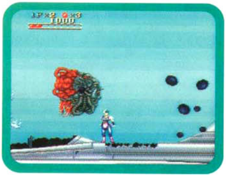


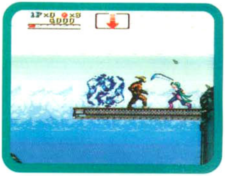
RUN SABER

ATLUS

Aliens have invaded Earth and there's only one chance to stop them—to send out a pair of super cyborgs! Okay, so you've seen more original story lines on the back of your breakfast cereal. In Run Saber, the action is non-stop and totally absorbing due to great moves, great play control and an interesting progression through the game that includes vertical, horizontal and diagonal areas. At one stage, you'll find yourself clinging to the top of a jet aircraft as enemies materialize from the skin of the plane. That kind of creative stage development kept this Pak Watcher coming back for more. The two-player simultaneous option simply doubles the fun.



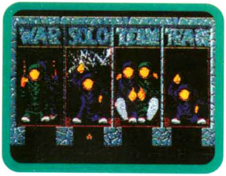


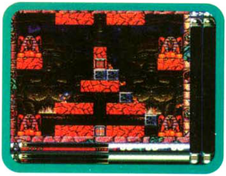


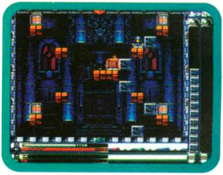
TRODDLERS

SEIKA

The Troddlers are little people who walk endlessly in one direction, as mindlessly as Lemmings, you might say. Although this game does have some striking resemblances to Lemmings, the actual play is more like Krusty's Fun House. By creating blocks, you can direct the progress of the Troddlers to an Exit Door. The stages, each with its own theme such as the Pyramids of Egypt, become progressively more difficult. One of the challenges is to make use of the limited number of blocks. An excellent Training Mode teaches basic and advanced techniques, many of which you won't get just by playing the Solo Mode. There is also a two-player simultaneous Team Mode and a two-player simultaneous War Mode. The game is also Super NES Mouse compatible. Troddlers can become quite addictive to action puzzle players, or anyone interested in a challenge.



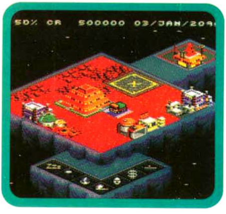


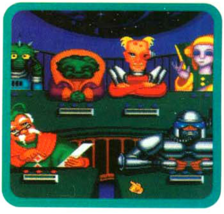


UTOPIA

JALECO

The idea of Utopia is to build an extraterrestrial colony, defend it against aliens and provide for your citizens. The facilities you can build include mining sites, defense installations, factories, and many more. A group of computer advisors is on hand to help, but aliens may invade if you're not strong. This Pak Watcher advises that you read the manual if you hope to get anywhere, because the game play and goals can be ambiguous.

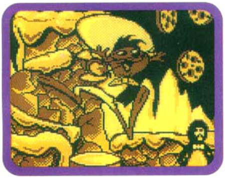


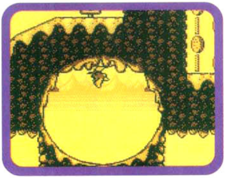


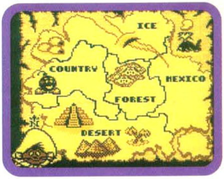
SPEEDY GONZALEZ

SUNSOFT

Ay! Ay! Ándale! Ándale! The most famous Mexican mouse in history, Speedy Gonzalez, is racing toward completion of his first video game. Pak Watch received an early version, only fifty percent complete, but it was enough to make us want more. Speedy lives up to his name, and acting like a Mexican jumping bean is another of this hombre's strengths. The game takes you through five stages of side-scrolling, loop-the-looping, enemy-dodging and trampoline jumping. Our sources at Sunsoft have also revealed that the long-awaited Super NES Superman game is due by the end of the year...and that a big surprise is in store!



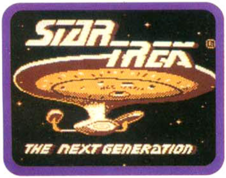


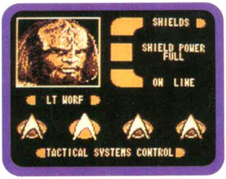


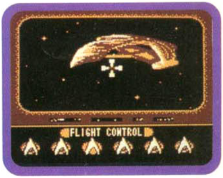
STAR TREK: THE NEXT GENERATION

ABSOLUTE

Absolute is going where no one has gone before with its action adventure based on Star Trek: The Next Generation. The unique interface places you in command of the Enterprise as Capt. Picard. Your commands are carried out by four officers on their computer consoles. For instance, Lt. Worf controls defensive and offensive systems during battles according to your commands. The missions are random—a matter of picking up cargo and delivering it—but the real challenge should come from alien threats. Engaging!



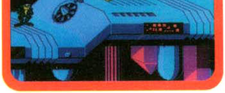


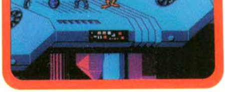


BATTLETOADS & DOUBLE DRAGON

KEMCO

This may be one of the best NES games of the year! Battletoads & Double Dragon: The Ultimate Team rocks and rolls anyway you like it. One player, two-player, Toads, Dragons, one Toad and one Dragon, the choice is yours. Better yet, this isn't the same thing you've seen in previous Battletoads or Double Dragon games. Although many of the super moves have been saved from earlier outings, the settings are different and many new enemies appear. Some of the old enemies also return, including the arch-fiends, the Dark Queen and the Shadow Boss. Battletoads In Ragnarok's World is the second Game Boy Battletoads title, also due out this summer. Oddly enough, this game is virtually identical to the original NES Battletoads, except that it has fewer stages.



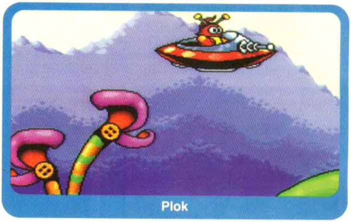


PAK WATCH UPDATE

What's happening this summer? How about *WWF Royal Rumble* from Acclaim! This 16-megabit Pak has got some of the clearest digitized graphics, sharpest control, and hottest options of any game this Pak Watcher has ever seen. Last year's WWF Super Westlemania was a hit, but this sequel is a clear winner. The four play options include One-on-one, Tag Team, Triple Tag Team, and the awesome Royal Rumble, in which everyone takes a shot at you. Choose from 12 WWF superstars like Randy Savage and Mr. Perfect, then take them through their moves. More than that, you can use illegal moves to get your point across. Strength comes into play when wrestlers are locked in a hold. That's when you have to turbo up your strength meter. The fastest finger wins! This game, due out by the middle of summer, is great for one or two players.

A lot of attention has been given to games with new characters like *Bubsy* from Accolade and *Aero the Acrobat* from Sunsoft. Now Tradewest is getting into the act with *Plok* from British developers, Software Creations. Plok's unique defense in a world filled with random baddies is to fling his arms and legs at them. Excellent graphics and animations from one of the best artistic staffs in the business, plus one of the best musical scores, have been combined with a great action game. Besides throwing himself at the enemy, Plok can change shape and use vehicles such as cars and flying saucers. There's even a world starring Plok's grandfather that plays like an old black and white movie. Tradewest hopes to release the game in the fall.

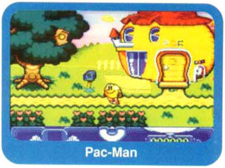
Another little guy with big expectations is Pac-Man from Namco. The hero of the early video game revolution returns to the Super NES in an action adventure that features Pac-Man and his entire family. Pak Watch sources at Namco released exclusive shots to Nintendo Power of the game in development. They said that *Pac-Man 2: The New Adventure* will have a unique interface unlike anything seen before. The idea is that you will be playing with Pac-Man, who will be a "living personality." More on this Pak later!

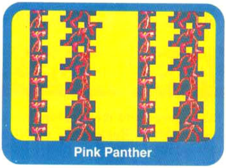

Plok

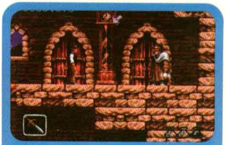
From Plok and Pac-Man we turn to Pink—*The Pink Panther*, that is. TecMagik, a new licensee for the Super NES, has commissioned developers Manley & Associates to create a game based on the coolest cat in cartoons. Manley provided Pak Watch with a look at the Pink Panther in very early development. Shown here are the sprites that make up the animation sequence of Pink's walk. Inspector Clouseau and the clever sight gags made famous in the cartoons, like the portable hole, will be included.

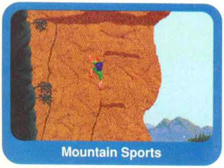
Some, like Dracula, like it hot, or at least hot blooded. Sony Imagesoft's *Bram Stoker's Dracula* for the Super NES turns the classic tale of vampirism into a side-scrolling action game. Pak Watch received a version that was two-thirds complete. Our initial impression was that the game looked fine for an action title, but there wasn't enough Dracula.

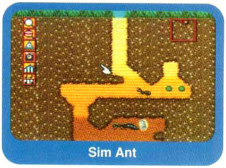
Other notable news arrived from DTMC along with

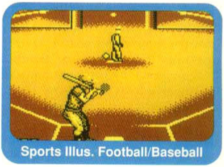

Pac-Man


Pink Panther


Dracula


Mountain Sports

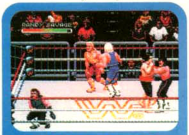

Sim Ant


Sports Illus. Football/Baseball

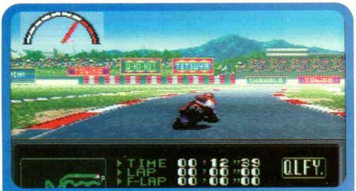
some screen shots of *Mountain Sports* for the Super NES. Mountain climbing, kayaking and other outdoors sports have been neglected by video games until now. Another sport seldom seen on the video screen is motorcycle racing. Sometime this fall, however, all that will change. Atlus's GP-1 grand prix motorcycle racing has the look and feel of being on the track, and the two-player, split-screen option is a blast! Your Game Boy sports library may soon grow by two titles with one Game Pak. T*HQ's *Sports Illustrated Football/Baseball* is on its way. This 4-megabit Pak has both of America's favorite sports. The baseball game looks particularly impressive. T*HQ is also working on a Super NES version of the game in a 16 megabit Pak. ASCII's *Spellcraft* has been in the works for almost a year, and it won't be in the stores until this Fall. The overhead view RPG has the feel of The Immortal but with better graphics.

SimAnt from Maxis puts you in control of an ant colony in a suburban backyard. Pak Watch recently looked at an almost completed version of the game. This Super NES Mouse compatible simulation looks better than the PC version due to larger graphics. You can really see your ant! It may sound a bit boring, but it's a life and death struggle! Look for it by the end of summer.

Capcom's Gargoyle's Quest began with an action adventure on the Game Boy, moved to the NES, and now is returning to Game Boy with *Gargoyle's Quest II*. This game is virtually identical to the excellent NES Gargoyle's Quest and includes RPG elements along with Firebrand's action stages.


WWF Royal Rumble

In late breaking news, Konami has purchased *Monsters*, an original Super NES game from Lucasarts Games and one of the most unique, wild and funny games this Pak Watcher has seen since Maniac Mansion. Finally, the return of the Teenage Mutant Ninja Turtles in Konami's Super NES Turtles Tournament Fighter this Fall promises to combine great street fighting action with some of the best licensed characters around. Pak Watch sources at Konami promise a look at the developmental version as soon as possible.



GP-1

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
Aero The Acrobat	Summer '93
Alien^3	Summer '93
Aliens Vs. Predator	Summer '93
Battletoads In Battlemaniacs	Summer '93
Bubsy	Summer '93
Dracula	Fall '93
Family Dog	Summer '93
Final Fight II	Summer '93
GP-1	Fall '93
Lord of the Rings	Summer '93
Mountain Sports	Fall '93
Obitus	Fall '93
Pac-Man 2: The New Adventure	Fall '93
Plok	Fall '93
Railroad Tycoon	Fall '93
The Ren & Stimpy Show	Fall '93
Rock & Roll Racing	Summer '93
Rocky & Bullwinkle	Summer '93
Rocky Rodent	Fall '93
Run Saber	Summer '93
SimAnt	Summer '93
Spellcraft	Fall '93
Sports Illustrated Football/Baseball	Fall '93
Star Trek: The Next Generation	Fall '93
Superman	Fall '93
Super Turrican	Summer '93
T2: Judgement Day	Summer '93
Taz-mania	Summer '93
Troddlers	Summer '93
Turtles Tournament Fighter	Fall '93
Utopia	Summer '93
WWF Royal Rumble	Summer '93

GAME BOY

Indiana Jones and the Last Crusade	Summer '93
Legend of Zod	Summer '93
The Legend of Zelda—Link's Awakening	Summer '93
Speedy Gonzalez	Summer '93
Star Trek: The Next Generation	Summer '93
WWF Royal Rumble	Summer '93

NES

Ace Harding: Lost In Las Vegas	Summer '93
Battletoads & Double Dragon	Summer '93
Bubble Bobble Part II	Summer '93
Might Final Fight	Summer '93
Wayne's World	Summer '93

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 49

BATTLETOADS EXTRAVAGANZA

The Web-foot Warriors are back in action next month on all three systems. Zitz, Pimple and Rash go after the Dark Queen in an all-out assault. Check out the hard-hitting action next month!

THE DARK QUEEN HOLDS YOUR FEEBLE FRIENDS CAPTIVE, AND IF YOU TRY ANYTHING, YOU'LL NEVER SEE THEM AGAIN!

PIMPLE
3
039369

PIMPLE
1
128000
020

TAZ-MANIA

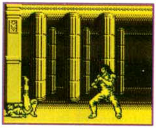
The Taz is here! Spinning his way across the lands of the Down Under, the Tazmanian Devil is eating up the streets in next month's issue.

TAZ-MANIA
Act 1

RAGING FIGHTER

Konami brings all the one-on-one action of a street fighting game to Game Boy. Next month's review will give you the first glance of this hot new game!

PLAYER SELECT
P SELECT
CPU SELECT
CPU
FIGHT!
TRAINING
3 SET MATCH
1 SET MATCH
OK
EXIT



HOCKEY GAMES FOR THE NES

Hockey is one of the fastest sports around. Nintendo Power's review compares all of the new hockey games coming out for the NES. These hard-hitting games are sure to melt the ice.

ONELIOS
FEDYK
4:52

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 42 (Nov. '92): **Mega Man, Joe & Mac, Crash 'N The Boys, Space Megaforce, Axelay, Super Star Wars, Final Fantasy Mystic Quest, Faceball 2000, Super Mario Land 2–6 Golden Coins, Flintstones.**

Volume 43 (Dec. '92): **Road Runner's Death Valley Rally, Spider-Man & the X-Men in Arcade's Revenge, Push-Over, Desert Strike, Batman Returns (NES), James Bond Jr., Tecmo NBA Basketball, Super Mario Land 2 - 6 Golden Coins, Bonk's Adventure, Looney Tunes.**

Volume 44 (Jan. '93): **Magical Quest Starring Mickey Mouse, Sonic Blast Man, Mega Man V, Equinox, R.C. Pro-Am, The Jetsons, Incredible Crash Test Dummies, Mega Man III (Game Boy).**

Volume 45 (Feb. '93): **Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Aliens 3 (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).**

Volume 46 (Mar. '93): **Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien 3 (NES), Dragon Warrior IV, Mickey's Safari in Letterland.**

Volume 47 (Apr. '93): **Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.**

Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

SPECIAL OFFERS

Issues from our first three years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
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Castlevania II-Simon's Quest
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TMNT

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Mega Man II
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Super Mario Bros. 3
Tetris
Batman
Final Fantasy

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Ninja Gaiden II
Maniac Mansion
Final Fantasy
Dr. Mario
4-Player Extra

The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

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NINTENDO POWER
SUPER POWER CLUB

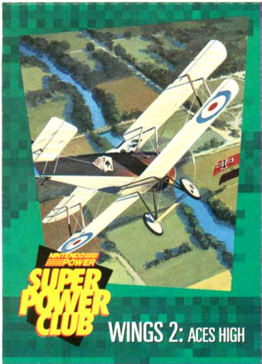
POWER CHALLENGE TRADING CARDS

Look On Page 6 To Find This Month's Winning Trading Cards! · There's a Different Winning Series Every Month!

Please see the reverse side for all the details on how to win!

WIN ONE OF 500 SUPER NES GAME PAKS!

Power Challenge Trading Cards can do more than increase your library of games: they can sharpen your playing skills! Look on the back of each card to find a Power Challenge for Novice, Intermediate and Pro-level players. The Power Challenges are set by top Game Play Counselors and the Nintendo Power Staff. Go ahead, give 'em a try. They're a lot of fun!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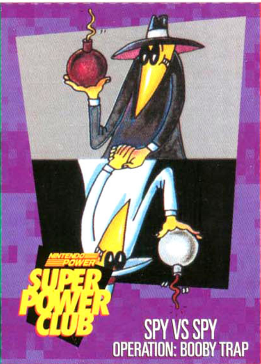
WINGS 2: ACES HIGH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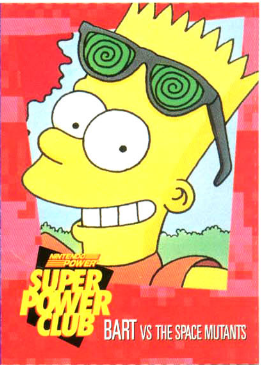
SPY VS SPY
OPERATION: BOOBY TRAP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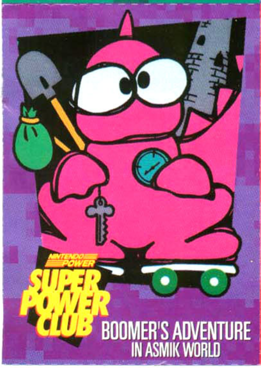
BART VS THE SPACE MUTANTS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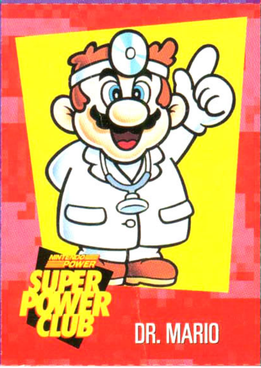
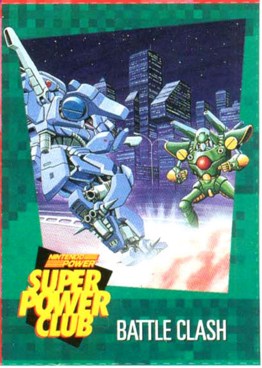
SUPER POWER CLUB
BOOMER'S ADVENTURE
IN ASMIK WORLD


NINTENDO POWER
SUPER POWER CLUB
DR. MARIO


NINTENDO POWER
SUPER POWER CLUB
BATTLE CLASH

HERE'S HOW TO WIN!

In this issue, as a Nintendo Power Super Power Club benefit, Nintendo is giving away up to 500 Super NES Game Paks** as prizes for collecting the winning combination of three Power Trading Cards. Look in the Player's Pulse section in this issue to find the winning combination of the three Power Trading Cards. If you like, you can trade cards with friends to obtain the winning combination. Or, hold the cards from this issue and combine them with cards from future issues for a chance to win!

If you collect the winning combination of three Power Trading Cards, send the following to:

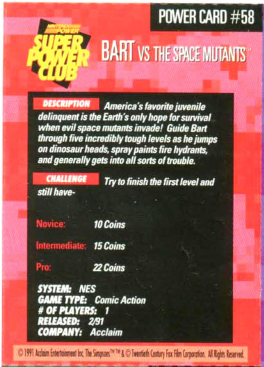
Nintendo Super Power Club
P.O. Box 97044
Redmond, WA 98073-9744

1. The winning combination of 3 Trading Cards
2. Your name, address and phone number
3. Your Club Membership number, if any
4. The answer to the following question:

You start with 200 Lemmings. You manage to save 75% of them. How many Lemmings have you saved?

Entries must be postmarked no later than June 15, 1993, and must be received by Nintendo no later than June 25, 1993. Nintendo is not responsible for lost, late, misdirected, incomplete or illegible entries. **No purchase necessary.** Residents of the U.S. and Canada (excluding Quebec) can participate. Employees and immediate families of Nintendo, its affiliates and agents are not eligible to participate. Any Trading Cards that are reproduced, tampered with, altered, or modified or changed in any way, or contain printing, typographical, mechanical, or other errors, or that are obtained through unauthorized channels, are void. Void where prohibited by law, where taxed, or where restricted. To receive a free set of numbered **Mock** Trading Cards by mail, send a self-addressed, stamped legal size envelope, including a hand-written request to the address listed above. Limit one set of Mock Trading Cards per household. **The Mock Trading Cards will not be the same as the Trading Cards shown below. The Mock Trading Cards will contain a "Power Card #" but will be a blank card stamped "Mock Trading Card/Contest Use Only."** No transfer, substitution or cash alternative will be allowed for any prize. All entries become property of Nintendo. Approximate retail value of a Super NES Game Pak is $50; the combined retail value of 500 Super NES Game Paks is $25,000. All prizes may not be awarded; actual number of prizes awarded based on actual number of winning entries received. Total of Trading Cards for distribution is 4,800,000. Odds of winning are 1 in 1,600. Winners will be notified by mail no later than Aug. 1, 1993. Winners are responsible for all applicable taxes. For a list of winners, available after contest ends, send a self-addressed, stamped legal size envelope, including a hand-printed request to the address listed above.

**The Game Pak will be a Super NES title that may have been used in a Nintendo display at a retail outlet; Game Pak may say "Demo-Not For Resale." Nintendo guarantees that the Game Pak will be in proper working order. The Game Pak title will be chosen by the Nintendo Power staff.



POWER CARD #58

BART VS THE SPACE MUTANTS™

DESCRIPTION *America's favorite juvenile delinquent is the Earth's only hope for survival when evil space mutants invade! Guide Bart through five incredibly tough levels as he jumps on dinosaur heads, spray paints fire hydrants, and generally gets into all sorts of trouble.*

CHALLENGE *Try to finish the first level and still have-*

Novice: 10 Coins
Intermediate: 15 Coins
Pro: 22 Coins

SYSTEM: NES
GAME TYPE: Comic Action
# OF PLAYERS: 1
RELEASED: 2/91
COMPANY: Acclaim

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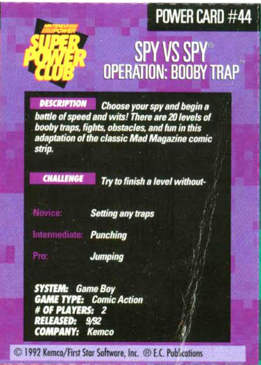

POWER CARD #44

SPY VS SPY® OPERATION: BOOBY TRAP™

DESCRIPTION *Choose your spy and begin a battle of speed and wits! There are 20 levels of booby traps, fights, obstacles, and fun in this adaptation of the classic Mad Magazine comic strip.*

CHALLENGE *Try to finish a level without-*

Novice: Setting any traps
Intermediate: Punching
Pro: Jumping

SYSTEM: Game Boy
GAME TYPE: Comic Action
# OF PLAYERS: 2
RELEASED: 9/92
COMPANY: Kemco

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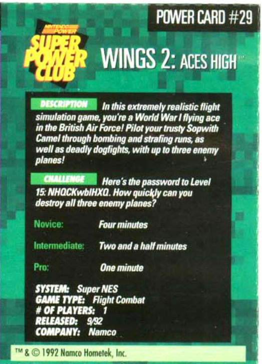

POWER CARD #29

WINGS 2: ACES HIGH™

DESCRIPTION *In this extremely realistic flight simulation game, you're a World War I flying ace in the British Air Force! Pilot your trusty Sopwith Camel through bombing and strafing runs, as well as deadly dogfights, with up to three enemy planes!*

CHALLENGE *Here's the password to Level 15: NHQCKwblHXQ. How quickly can you destroy all three enemy planes?*

Novice: Four minutes
Intermediate: Two and a half minutes
Pro: One minute

SYSTEM: Super NES
GAME TYPE: Flight Combat
# OF PLAYERS: 1
RELEASED: 9/92
COMPANY: Namco

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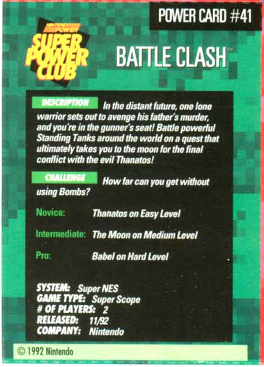

POWER CARD #41

BATTLE CLASH™

DESCRIPTION *In the distant future, one lone warrior sets out to avenge his father's murder, and you're in the gunner's seat! Battle powerful Standing Tanks around the world on a quest that ultimately takes you to the moon for the final conflict with the evil Thanatos!*

CHALLENGE *How far can you get without using Bombs?*

Novice: Thanatos on Easy Level
Intermediate: The Moon on Medium Level
Pro: Babel on Hard Level

SYSTEM: Super NES
GAME TYPE: Super Scope
# OF PLAYERS: 2
RELEASED: 11/92
COMPANY: Nintendo

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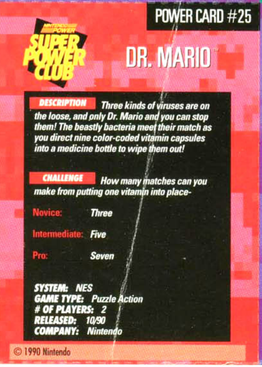

POWER CARD #25

DR. MARIO™

DESCRIPTION *Three kinds of viruses are on the loose, and only Dr. Mario and you can stop them! The beastly bacteria meet their match as you direct nine color-coded vitamin capsules into a medicine bottle to wipe them out!*

CHALLENGE *How many matches can you make from putting one vitamin into place-*

Novice: Three
Intermediate: Five
Pro: Seven

SYSTEM: NES
GAME TYPE: Puzzle Action
# OF PLAYERS: 2
RELEASED: 10/90
COMPANY: Nintendo

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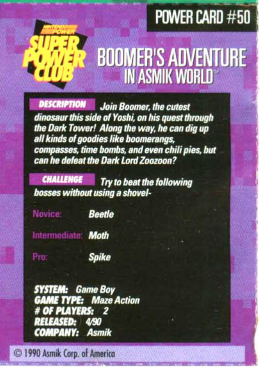

POWER CARD #50

BOOMER'S ADVENTURE IN ASMIK WORLD™

DESCRIPTION *Join Boomer, the cutest dinosaur this side of Yoshi, on his quest through the Dark Tower! Along the way, he can dig up all kinds of goodies like boomerangs, compasses, time bombs, and even chili pies, but can he defeat the Dark Lord Zoozoon?*

CHALLENGE *Try to beat the following bosses without using a shovel-*

Novice: Beetle
Intermediate: Moth
Pro: Spike

SYSTEM: Game Boy
GAME TYPE: Maze Action
# OF PLAYERS: 2
RELEASED: 4/90
COMPANY: Asmik

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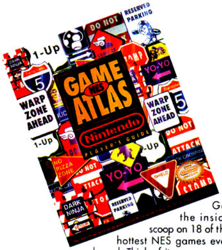
PLAYER'S GUIDES


GAME ATLAS
NES
Nintendo
PLAYER'S GUIDE
1-UP
WARP ZONE AHEAD
DO NOT
RESERVED PARKING
YO-YO
DARK NINJA

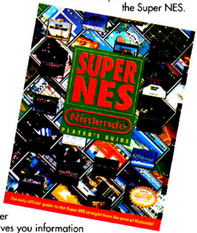
Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

GAME BOY
Nintendo
PLAYER'S GUIDE

Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.

MARIO MANIA
Nintendo
PLAYER'S GUIDE

THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.

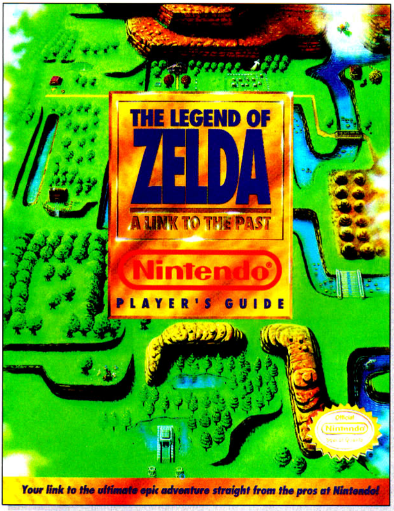

SUPER NES
Nintendo
PLAYER'S GUIDE

This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

ZELDA PLAYER'S GUIDE

THE COMPLETE SCOOP ON A LINK TO THE PAST

Have you finished the game yet? Maybe you have, but do you know everything about it? Our new Player's Guide gives you all of the important information about A Link To The Past. You'll get much more than just straight game play information. It goes as far as educating the reader about the history of the Hyrulian culture. This is a must-have book for all Zelda fans!


THE LEGEND OF
ZELDA
A LINK TO THE PAST
Nintendo
PLAYER'S GUIDE
Official Nintendo Seal of Quality
Your link to the ultimate epic adventure straight from the pros at Nintendo!

THIS 168-PAGE GUIDE IS AVAILABLE NOW!

ANSWERS TO "THE END" FROM VOLUME 39:

1. ABADOX
2. FINAL FANTASY II
3. TMNT 3: THE MANHATTAN PROJECT
4. THE ADVENTURES OF LOLO III
5. SHADOWGATE
6. WANDERERS FROM YS III
7. SUPER MARIO WORLD
8. PANIC RESTAURANT

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